

SUBCHAPTER 1. GENERAL PROVISIONS

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**19:46-1.1 Gaming chips; physical characteristics applicable to all gaming
chips; issuance and use; promotional non-gaming chips**

(a) Each gaming chip issued by a casino licensee shall be in the form of a disk and, except as otherwise provided in N.J.A.C. 19:46-1.1A, shall have a uniform diameter of one and 9/16ths inches. Each of the two surfaces of a gaming chip across which the diameter of the chip can be measured shall be known as a "face." The surface of a gaming chip across which its thickness can be measured in a perpendicular line from one face to the other shall be known as its "edge."

(b) No gaming chip shall be issued by a casino licensee or utilized in a casino or casino simulcasting facility unless and until:

1. The design specifications of the proposed gaming chip are, prior to the manufacture of the gaming chip, submitted to and approved by the Commission, which submission shall include a detailed schematic depicting the actual size and, as appropriate, location of the following:

- i. Each face, including any indentations or impressions;
- ii. The edge; and
- iii. Any colors, words, designs, graphics or security measures contained on the gaming chip; and

2. A sample stack of 20 gaming chips, manufactured in accordance with its approved design specifications, is submitted to and approved by the Commission.

(c) Each gaming chip issued by a casino licensee shall be designed and manufactured with sufficient graphics or other security measures, including, at

a minimum, those items specifically required to appear on the face or edge of a gaming chip pursuant to N.J.A.C. 19:46-1.1A or 1.1B, so as to prevent, to the greatest extent possible, the counterfeiting of the gaming chip.

(d) No casino licensee shall issue, use or allow a patron to use in its casino or casino simulcasting facility any gaming chip that it knows, or reasonably should know, is materially different from the sample of that gaming chip approved by the Commission pursuant to this section.

(e) No casino licensee or other person licensed by the Commission shall manufacture for, sell to, distribute to or use in any casino outside of Atlantic City, any gaming chips having the same edge spot and design specifications as those approved for use in Atlantic City casinos and casino simulcasting facilities.

(f) A casino licensee may issue promotional non-gaming chips that are prohibited from use in gaming or simulcast wagering in any casino or casino simulcast facility. The physical characteristics of such chips shall be sufficiently distinguishable from approved design specifications of any gaming chip issued by any casino licensee so as to reasonably ensure that they will not be confused with authorized gaming chips. At a minimum, such chips shall:

1. Be unique in terms of size or color;
2. Have no edge designs unique to gaming chips; and
3. Bear the name of the casino licensee issuing them and language

on both faces stating that they have no redeemable value.

As amended, effective: 09/11/79

As amended, effective: 11/21/83

As amended, effective: 03/02/92

As amended, effective: 11/16/92

As amended, effective: 01/19/93

As amended, effective: 01/02/96

Repealed, effective: 03/17/97

New rule, effective: 03/17/97

As amended, effective: 07/19/99

As amended, effective: 03/20/00

19:46-1.1A Value chips; denominations; physical characteristics

(a) Each gaming chip which contains a denomination on each face thereof shall be known as a "value chip."

(b) Each casino licensee shall be authorized to issue and use value chips in denominations of \$1.00, \$2.50, \$5.00, \$10.00, \$20.00, \$25.00, \$100.00, \$500.00, \$1,000, \$5,000 and \$20,000 and in such quantities as the casino licensee may deem appropriate to conduct gaming or simulcast wagering in its casino or casino simulcasting facility.

(c) Each denomination of value chip issued by a casino licensee shall contain a predominant color unique to that denomination to be known as the "primary color." A "secondary color" on a value chip is any color, other than that chip's primary color, that the Commission authorizes a casino licensee to include on the face or edge of the chip as a contrast to the chip's primary color, except that no primary color shall be used as a secondary color on a value chip of another denomination where such use on the edge is reasonably likely to cause confusion as to the chip's denomination when the edge alone is visible.

(d) Each gaming chip manufacturer shall submit sample color disks to the Commission that identify all primary and secondary colors to be used for the manufacture of gaming chips for casino licensees in Atlantic City. Once a gaming chip manufacturer has received approval for a primary or secondary color, those colors shall be consistently manufactured in accordance with the approved samples. In order for a primary color to be approved for use, it must visually appear, when viewed either in daylight or under incandescent light, to comply with the colors set forth below or such other similar colors as approved by the Commission:

1. \$1.00 - "White" which shall mean that color classified as N9/ on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>	<u>Lower Limits</u>
Value	V+ N9.4/ to	V- N8.75/
Chroma	5R 9/1	5G 9/0.5
	5 YR 9/1	5B 9/0.5
	5Y 9/1	5P 9/0.5

2. \$2.50 - "Pink" which shall mean that color classified as 2.5R 6/10 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>	<u>Lower Limits</u>
Hue	H+ 3.75R 6/10	H- 1.25R 6/10
Value	V+ 2.5R 6.75/10	V- 2.5R 5.75/10
Chroma	C+ 2.5R 6/12	C- 2.5R 6/8

3. \$5.00 - "Red" which shall mean that color classified as 2.5R 4/12 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>	<u>Lower Limits</u>
Hue	H+ 3.75R 4/12	H- 1.25R 4/12
Value	V+ 2.5R 4.5/12	V- 2.5R 3.5/12
Chroma	C+ 2.5R 4/14	C- 2.5R 4/10

4. \$10.00 - "Blue" which shall mean that color classified as 2.5PB 4/10 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>	<u>Lower Limits</u>
Hue	H+ 5PB4/10	H- 10B4/10
Value	V+ 2/5PB4.5/10	V- 2.5PB3.5/10
Chroma	C+ None	C- 2.5PB4/9

5. \$20.00 - "Yellow" which shall mean that color classified as 5Y 8.5/12 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

<u>Upper Limits</u>	<u>Lower Limits</u>
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Hue	H+ 7.5Y 8.5/12	H- 2.5Y 8.5/12
Value	V+ 5Y 8.75/12	V- 5Y 8/12
Chroma	C+ 5Y 8.5/14	C- 5Y 8.5/10

6. \$25.00 - "Green" which shall mean that color classified as 2.5G 5/12 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>	<u>Lower Limits</u>
Hue	H+ 3.75G 5/12	H- 1.25G 5/12
Value	V+ 2.5G 5.5/12	V- 2.5G 4.5/12
Chroma	C+ None	C- 2.5G 5/9

7. \$100.00 - "Black" which shall mean that color classified as N2/ on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>		<u>Lower Limits</u>
Value	V+ N2.3/	to	V- N1.5/
Chroma	5R 2/0.5		5B 2/0.5
	5Y 2/0.5		5P 2/0.5
	5G 2/0.5		

8. \$500.00 - "Purple" which shall mean that color classified as 2.5P 4/10 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>	<u>Lower Limits</u>
Hue	H+ 3.75P 4/10	H- 1.25P 4/10
Value	V+ 2.5P 4.5/10	V- 2.5P 3.5/10
Chroma	C+ None	C- 2.5P 4/8

9. \$1,000.00 - "Fire Orange" which shall mean that color classified as 8.9R 5.9/18.5 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>	<u>Lower Limits</u>
Hue	H+ .15YR 5.9/18.5	H- 7.64R 5.9/18.5

Value	V+ 8.9R 6.4/18.5	V- 8.9R 5.4/18.5
Chroma	C+ 8.9R 5.9/20.5	C- 8.9R 5.9/16.5

10. \$5,000.00 - "Gray" which shall mean that color classified as N5/ on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>		<u>Lower Limits</u>
Value	V+ N 5.5/	to	V- N 4.5/
Chroma	5R 5/0.5		5B 5/0.5
	5Y 5/0.5		5P 5/0.5
	5G 5/0.5		

11. \$20,000 - "Mustard Yellow" which shall mean that color classified as 5Y 7/6 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>		<u>Lower Limits</u>
Hue	H+ 7.5Y 7/6		H- 2.5Y 7/6
Value	V+ 5Y 8/6		V- 5Y 6/6
Chroma	C+ 5Y 7/8		C- 5Y 7/4

(e) Each value chip issued by a casino licensee shall contain certain identifying characteristics that may appear in any location at least once on each face of the gaming chip and are applied in a manner which ensures that each such characteristic shall be clearly visible and remain a permanent part of the gaming chip. These characteristics shall, at a minimum, include:

1. The denomination of the value chip, expressed in numbers;
2. The name, trade name, or other approved identification of the casino licensee issuing the value chip, which shall be applied in such a manner so as to be visible to surveillance employees using the closed circuit television system;
3. The words "Atlantic City" or "New Jersey" if the casino licensee has casino properties in other gaming jurisdictions; and
4. The primary color of the value chip.

(f) In addition to the characteristics specified in (e) above, each value chip in a denomination of \$25.00 or more shall contain a design or other identifying characteristic that is unique to the gaming chip manufacturer that makes the chip. Upon approval of a particular design or characteristic by the Commission, the gaming chip manufacturer shall thereafter have the exclusive right to use that design or characteristic on that denomination of value chip and shall be precluded from using that same design or characteristic on any other denomination of value chip that it manufactures. The approved unique design or characteristic may only be changed upon a showing by the gaming chip manufacturer that, despite the change, each value chip in a denomination of \$25.00 or more shall nonetheless be readily identifiable to the manufacturer. An example of the application of this subsection is as follows:

1. If a hexagon is approved for use by Manufacturer A on a \$100.00 value chip, a hexagon can be used by Manufacturer A on any \$100.00 value chip that it makes for any casino licensee, but Manufacturer A cannot use a hexagon on any other denomination of value chip that it manufactures; but

2. Manufacturer B could use a hexagon on any value chip with a denomination of less than \$25.00 and on any value chip with a denomination of \$25.00 or more, other than a \$100.00 chip, provided that no other manufacturer has been granted approval by the Commission to use a hexagon on the same particular value chip with a denomination of \$25.00 or more.

(g) Each value chip issued by a casino licensee shall contain an identifying characteristic, to be known as an "edge spot," which shall:

1. Be applied in a manner which ensures that the edge spot shall:
 - i. Be clearly visible on the edge and, to the extent required by the Commission, on each face of the value chip; and
 - ii. Remain a permanent part of the value chip;
2. Be created by using:
 - i. The primary color of the chip; and

ii. One or more secondary colors; and

3. Include a design, pattern or other feature that a natural person with adequate training could readily use to identify, when viewed through the closed circuit television system of the casino licensee, the denomination of the particular value chip when placed in a stack of gaming chips, in the table inventory or in any other location where only the edge of the value chip is visible; provided, however, that the design, pattern or feature created by the primary and secondary colors required by (g)2 above shall be sufficient by itself to satisfy the requirements of this paragraph if approved for that purpose by the Commission.

(h) When determining the secondary colors to be used to make the edge spot on a particular denomination of value chip, a casino licensee shall, unless otherwise approved by the Commission, use only those secondary colors that are reasonably likely to differentiate its value chip from the same denomination of value chip issued by any other casino licensee.

1. If an approved value chip uses a single secondary color, no other casino licensee shall use a similar secondary color as the sole secondary color on the same denomination of value chip unless it is used in a different pattern or design approved by the Commission pursuant to (g)3 above.

2. If an approved value chip uses a combination of two or more secondary colors, no other casino licensee shall use that identical combination of secondary colors on the same denomination of value chip unless it is used in a different pattern or design approved by the Commission pursuant to (g)3 above.

(i) Notwithstanding the provisions of N.J.A.C. 19:46-1.1(a) to the contrary, any value chip issued by a casino licensee in the denomination of \$500.00 shall have a uniform diameter of one and 9/16ths inches or shall have a uniform diameter of one and 11/16ths inches, and any value chip issued in the denomination of \$1,000, \$5,000 or \$20,000 shall have a uniform diameter of one and 11/16ths inches. Each value chip issued in a denomination of

\$20,000, in addition to satisfying the requirements set forth in N.J.A.C. 19:46-1.1 and this section, shall be impressed with a unique serial number and shall be subject to an approved system of internal procedures and administrative and accounting controls governing their distribution, redemption, receipt and inventory by such serial number.

(j) Each value chip when a denomination below \$25.00 shall contain at least one anti-counterfeiting measure and each value chip with a denomination of \$25.00 or more shall contain at least three anti-counterfeiting measures in addition to those items specifically required to appear on the face or edge of a value chip by this section.

(k) In addition to any other requirement imposed by N.J.A.C. 19:46-1.1 and this section, the edge spots on a value chip that has non-identical faces shall appear uniform in design, pattern, or other feature when viewed from the perspective of the same face on any other value chip in the set.

Notwithstanding the foregoing, the edge spots on a value chip that has non – identical faces and a denomination below \$25.00 may appear uniform in design, pattern or other feature or as an inverted mirror image thereof when viewed from the perspective of either face on any other value chip in the set.

New rule, effective: 03/17/97

As amended, effective: 07/19/99

As amended, effective: 07/19/99

As amended, effective: 04/21/03

19:46-1.1B Non-value chips; physical characteristics

(a) Each gaming chip which does not contain a denomination on either face thereof shall be known as a "non-value" chip.

(b) Each non-value chip utilized in a casino or casino simulcasting facility shall be issued solely for the purpose of gaming at roulette.

Notwithstanding the foregoing, nothing in this section shall preclude a casino licensee from using non-value chips approved for use in roulette at the game of

pokette.

(c) Each non-value chip issued by a casino licensee shall contain certain identifying characteristics that may appear in any location at least once on each face of the gaming chip and shall be applied in a manner which ensures that each such characteristic shall be clearly visible and remain a permanent part of the gaming chip. The characteristics required by (c)1 and 2 below shall be applied in such a manner so as to be visible to surveillance employees using the closed circuit television system. The identifying characteristics of a non-value chip, at a minimum, shall include:

1. The name, trade name, or other approved identification of the casino licensee issuing the non-value chip;
2. A design, insert or symbol that will permit a set of non-value chips being used at a particular gaming table to be distinguished from the non-value chips being used at every other gaming table in the casino or casino simulcasting facility;
3. The word "Roulette"; and
4. Such color and/or design combinations as the Commission may approve so as to readily distinguish the non-value chips of each player at a particular gaming table from:
 - i. The non-value chips of every other player at the same gaming table; and
 - ii. The value chips issued by any casino licensee.

(d) Each non-value chip issued by a casino licensee shall contain an identifying characteristic, to be known as an "edge spot," which shall:

1. Be applied in a manner which ensures that the edge spot shall:
 - i. Be clearly visible on the edge and, to the extent required by the Commission, on each face of the non-value chip; and
 - ii. Remain a permanent part of the non-value chip;
2. Be created by using the colors approved for the face of the particular non-value chip pursuant to (c)4 above in combination with one or

more other colors that provide a contrast with the color on the face of the chip and that enable it to be distinguished from the non-value chips issued by any other casino licensee; and

3. Include a design, pattern or other feature approved by the Commission that a natural person with adequate training could readily use to identify, when viewing the non-value chip through the closed circuit television system of the casino licensee, the player to whom the non-value chip has been assigned when the non-value chip is placed in a stack of gaming chips or in any other location where only the edge of the non-value chip is visible; provided, however, that the design, pattern or feature created by the colors required by (d)2 above shall be sufficient by itself to satisfy the requirements of this paragraph if approved for that purpose by the Commission.

New rule, effective: 03/17/97

19:46-1.2 Non-value chips; permitted uses; inventory and impressment

(a) Each non-value chip shall be assigned to a particular gaming table and shall be issued and used for gaming at that table only. All non-value chips utilized at a particular gaming table shall have the same design, insert or symbol as required by N.J.A.C. 19:46-1.1B(c)2. No casino licensee or any employee thereof shall allow any patron to remove a non-value chip from the gaming table at which it was issued.

(b) No patron at a gaming table shall be issued or permitted to game with non-value chips that are identical in color and design to any non-value chip issued to any other patron at the same table. When a patron purchases non-value chips, a non-value chip of the same color and design shall be placed in a slot or receptacle attached to the outer rim of the roulette wheel or, for pokette, in such other device as approved by the Commission. At that time, a marker button denoting the value of a stack of 20 non-value chips of the same color and design shall be placed in the slot, receptacle or other device (for

example, a marker button with "100" imprinted on it would be placed in the receptacle to designate that, during the patron's play on that occasion only, the non-value chips of that color and design are each worth \$5.00).

(c) An impressment of the non-value chips assigned to each gaming table shall be completed at least once every 30 days. The casino licensee shall record the results of the impressment in the chip inventory ledger required pursuant to N.J.A.C. 19:46-1.6 and shall perform the impressment as follows:

1. A casino department supervisor shall complete a "Non-Value Chip Impressment" form to record missing or excess chips and shall deliver the form and any excess chips to the main bank or chip bank;

2. Upon receipt of the "Non-Value Chip Impressment" form, a main bank cashier or chip bank cashier shall, if appropriate, immediately prepare any chips needed to impress the table; and

3. The casino department supervisor shall then, if applicable, deliver the non-value chips needed to restore the impress to the appropriate gaming table.

(d) The completed "Non-Value Chip Impressment" form shall be maintained by the accounting department and shall contain, at a minimum, the following:

1. The date and time of preparation;
2. The design schematic of the chip including its primary color and the applicable table number;
3. The signature of the casino department supervisor who completes the "Non-Value Chip Impressment" form and the impressment for such table; and
4. The signature of the main bank cashier or chip bank cashier who reviewed the form and, if necessary, prepared the chips to restore the impressment.

(e) Each casino licensee shall record in the chip inventory ledger required by N.J.A.C. 19:46-1.6 and submit to the Commission and Division, a

monthly summary of the non-value chip inventory for each gaming table. This monthly summary shall include, at a minimum, the following information for each non-value chip color and design:

1. The balance on hand at the beginning of the month;
2. The number of non-value chips distributed to the gaming table during the month;
3. The number of non-value chips returned to inventory during the month; and
4. The balance on hand at the end of the month.

New rule, effective: 03/17/97

19:46-1.3 Additional sets of gaming chips

(a) Unless otherwise authorized by the Commission, for each denomination of value gaming chip that a casino licensee elects to issue pursuant to N.J.A.C. 19:46-1.1A(b), it shall also have at least one approved set of gaming chips that may be used as a back-up for the gaming chips in active use, except that a separate back-up set shall not be required for any denomination of \$10.00 or less or for the \$1,000 or \$5,000 chip. Each set of value chips maintained for use by a casino licensee shall have different secondary colors. All sets of value and non-value gaming chips shall conform with the color and design requirements contained in this chapter.

(b) Each casino licensee shall have a reserve non-value chip for each color utilized in the casino or casino simulcasting facility with a design insert or symbol different from those non-value chips comprising the primary set.

(c) The casino licensee shall remove the set of gaming chips in use from active play whenever it is believed the casino or casino simulcasting facility is taking on counterfeit chips or whenever any other impropriety or defect in the utilization of that set of chips makes removal of the chips in active use necessary or whenever the Commission or its designee so directs. An approved

back-up set of value chips and a reserve non-value chip shall be placed into active play whenever the active set is removed.

(d) Whenever the chips in active use are removed from play, the casino licensee shall notify immediately a representative of the Commission and Division of this fact and the reasons for such occurrence.

(e) Notwithstanding (a) above, a casino licensee may obtain Commission approval of two or more different samples within a single set of value chips for a particular denomination of value chip with a value of \$100.00 or less ("commingling"), provided that each sample of a particular denomination shall have the same secondary color and edge design. Any approved sample of a particular denomination of value chip within a single set of chips may be placed in or removed from active use by the casino licensee at any time.

(f) Each set of gaming chips that the Commission approves for use by a casino licensee shall receive a unique and permanent alphabetical designation. This designation shall be assigned by the casino licensee during the design schematic approval process and shall be used for all inventory procedures required by N.J.A.C. 19:46-1.6. If a casino licensee elects to commingle gaming chips pursuant to (e) above, in addition to the assigned alphabetical designation for that set of chips, each different sample within the set shall also be assigned an accompanying unique numeric designation.

As amended, effective: 11/02/81

As amended, effective: 11/21/83

As amended, effective: 01/19/93

As amended, effective: 03/17/97

As amended, effective: 05/18/98

19:46-1.4 Gaming plaques; issuance and use; denominations; physical characteristics

(a) Each gaming plaque issued by a casino licensee shall be a solid, one-piece object constructed entirely of plastic or any other substance approved by

the Commission and shall have no more than six, and at least two, smooth, plane surfaces. At least two of the plane surfaces, each to be known as a "face," shall be opposite and parallel to each other and identical in shape, which shall be either a square, rectangle or ellipse. All other surfaces of a gaming plaque shall be known collectively as the "edge."

(b) No gaming plaque shall be issued by a casino licensee or utilized in a casino or casino simulcasting facility unless and until:

1. The design specifications of the proposed gaming plaque are, prior to the manufacture of the gaming plaque, submitted to and approved by the Commission, which submission shall include a detailed schematic depicting the actual size and, as appropriate, location of the following:

- i. Each face;
- ii. The edge; and
- iii. Any colors, words, designs, graphics or security measures contained on the gaming plaque;

2. A sample gaming plaque, manufactured in accordance with its approved design specifications, is submitted to and approved by the Commission; and

3. A system of internal procedures and administrative and accounting controls, governing the distribution, redemption, receipt and inventory of gaming plaques, by serial number, is submitted and approved pursuant to N.J.A.C. 19:45-1.3.

(c) Each face of a square gaming plaque shall measure no smaller than nine square inches. Each face of a rectangular or elliptical gaming plaque shall measure no smaller than three inches in length by two inches in width. In the case of an elliptical gaming plaque, the length and width of the plaque shall be measured at its axes.

(d) Each gaming plaque issued by a casino licensee shall be designed and manufactured with sufficient graphics or other security measures so as to prevent, to the greatest extent possible, the counterfeiting of such gaming

plaque.

(e) Each casino licensee shall be authorized to issue and use gaming plaques in denominations of \$5,000, \$10,000, \$25,000, \$50,000 and \$100,000, and in such quantities as the casino licensee may deem proper to conduct gaming in its casino or casino simulcasting facility. Each gaming plaque of a specific denomination utilized by a casino licensee shall be in a shape and of a size, as approved by the Commission, which is identical to the shape and size of all other gaming plaques of that denomination issued by that casino licensee. The size and shape of each denomination of gaming plaque issued by a casino licensee shall be readily distinguishable from the size and shape of every other denomination of gaming plaque issued by that casino licensee.

(f) Each gaming plaque issued by a casino licensee shall contain certain identifying characteristics which shall appear at least once on each face of the gaming plaque and shall be applied in a manner which ensures that each such characteristic shall be clearly visible and remain a permanent part of the gaming plaque. These characteristics shall, at a minimum, include:

1. The denomination of the gaming plaque, expressed in numbers of no less than three-eighths inch in height;
2. The name, trade name, or other approved identification of the casino licensee issuing the gaming plaque, which shall be applied in such a manner so as to be visible to surveillance employees using the closed circuit television system; and
3. A unique serial number.

(g) No casino licensee shall issue, use or allow a patron to use in its casino or casino simulcasting facility any gaming plaque that it knows, or reasonably should know, is materially different from the sample of that gaming plaque approved by the Commission pursuant to this section.

19:46-1.2 amended and recodified, effective: 03/17/97

19:46-1.5 Nature, exchange and redemption of gaming chips, plaques and match play coupons

(a) All wagering on authorized games, other than slot machines or keno, in a casino or casino simulcasting facility shall be conducted with gaming chips or plaques; provided, however, that match play coupons shall be permitted for use in wagering at authorized games in accordance with N.J.A.C. 19:45-1.18 and 1.46. A casino licensee shall submit for approval to the Commission a sample of its match play coupon. Value chips previously issued by a casino licensee which are not in active use by that casino licensee shall not be used for wagering at authorized table games, keno or casino simulcasting, and shall not be accepted nor exchanged for any purpose at gaming table, keno work station or a casino simulcast counter. Such chips shall only be redeemed at the cashiers' cage pursuant to (g) below.

(b) Gaming chips or plaques shall be issued to a patron only at the request of such patron and shall not be given as change in any other but a gaming transaction. Gaming chips and plaques shall be issued only by dealers to casino patrons at gaming tables. Gaming chips may be issued by chippersons to patrons seated at a poker table at which a game is in progress or by general cashiers. Gaming plaques and value chips shall only be redeemed by casino patrons at the cashiers' cage; provided, however, that value chips may be:

1. Issued to a patron in payment of a winning keno or simulcast wager and as part of a keno or simulcast wagering transaction in which value chips are tendered for wager;

2. Issued to a patron in payment of a manual slot machine jackpot pursuant to N.J.A.C. 19:45-1.40;

3. Exchanged by a patron at the slot booths or with changepersons for currency, coin or slot tokens to play the slot machines; and

4. Used by a patron for keno or simulcast wagering, including keno wagers in public keno areas.

(c) Except as provided in (j) and (l) below and as otherwise may be specifically approved by the Commission, each casino licensee shall redeem its gaming chips and plaques only from its patrons and shall not knowingly redeem its gaming chips and plaques from any non-patron source.

(d) Non-value chips shall be presented for redemption only at the gaming table from which they were issued and shall not be redeemed or exchanged at any other location within the casino or casino simulcasting facility. When non-value chips are presented for redemption, the dealer shall accept them in exchange for an equivalent amount of value chips which may then be used by the patron in gaming or simulcast wagering or redeemed in the same manner as any other value chip.

(e) Each casino licensee shall have the discretion to permit, limit or prohibit the use of value chips in gaming at roulette and pokette, provided however, that :

1. No person shall be permitted to wager a value chip with a match play coupon at any roulette table at which match play coupons are permitted to be used; and

2. When value chips are in use, it shall be the responsibility of the casino licensee and its employees to keep accurate account of the wagers being made at roulette and pokette with value chips so that the wagers made by one player are not confused with those made by another player at the table.

(f) Each gaming chip and plaque is solely evidence of a debt that the issuing casino licensee owes to the person legally in possession of the gaming chip or plaque, and shall remain the property of the issuing casino licensee. Each casino licensee shall have the right at any time to demand that the person in possession of the gaming chip or plaque surrender the item for redemption in accordance with (g) below.

(g) Each casino licensee shall redeem promptly its own genuine gaming

chips and gaming plaques presented by a patron in person, except when the gaming chips or plaques were obtained or being used unlawfully. A casino licensee shall redeem its value chips or gaming plaques by accepting them in exchange for an equivalent amount of cash, except that:

1. Upon request by a patron who surrenders value chips or gaming plaques in any amount over \$100.00, a casino licensee shall exchange them for a casino check of that casino licensee in the amount of the value chips or gaming plaques surrendered and dated the day of such redemption;

2. A casino licensee may apply all or any part of the value chips or gaming plaques presented by a patron to the redemption of any Counter Check or Slot Counter Check drawn by the patron in accordance with N.J.A.C. 19:45-1.25 OR 1.25A, or to the payment of any returned check in accordance with N.J.A.C. 19:45-1.29, provided that the casino licensee has given that patron prior written notice of such right of setoff and has obtained the patron's written acknowledgment thereof:

- i. As part of the patron's credit application;
 - ii. In a separate writing, which shall be maintained in the patron's credit file; or
 - iii. On a Counter Check or Slot Counter Check drawn by the patron and issued pursuant to N.J.A.C. 19:45-1.25 or 1.25A; provided that the patron specifically acknowledges the notice by signing his or her name thereunder or in any other manner approved by the Commission, and further provided that a photocopy of the signed Counter Check or Slot Counter Check shall be maintained in the patron's credit file.

(h) Notwithstanding (g) above, if a patron requests by mail to redeem value chips in any amount, a casino licensee may effectuate such redemption, however, only by a cage supervisor as defined in N.J.A.C. 19:45-1.1, in accordance with internal controls approved by the Commission which, at a minimum, shall detail procedures for the issuance of a casino check and the transfer of the surrendered value chips to the chip bank in a transaction fully

supported by proper documentation.

(i) Each casino licensee shall accept, exchange, use or redeem only gaming chips or plaques that it has issued and shall not knowingly accept, exchange, use or redeem gaming chips or plaques, or objects purporting to be gaming chips or plaques, that have been issued by any other person, except that a casino licensee may accept and redeem:

1. Gaming chips or plaques issued by another legally operated casino licensee from a patron upon the patron's representation that such chips or plaques had been purchased or received as payment in a gaming transaction from an employee of such licensee working on the premises; or

2. Gaming chips issued by any other legally operated casino licensee from one of its employees who is authorized to receive gratuities, upon the employee's representation that such chips were received as gratuities in the normal course of his or her duties while on the premises of the casino licensee.

(j) Employees of a casino licensee who are authorized to receive gaming chips as personal gratuities may redeem the gaming chips at the cashiers' cage or at another secure location in the casino hotel as approved by the Commission. Gaming chips redeemed by employees at a non-cage employee redemption site shall be exchanged on a daily basis with the cashiers' cage pursuant to N.J.A.C. 19:45-1.15 and in accordance with procedures approved by the Commission.

(k) Each casino licensee shall redeem promptly its own genuine value chips and gaming plaques presented to it by any other legally operated casino licensee upon the representation that such chips and plaques were received or accepted unknowingly, inadvertently or in error or were redeemed in accordance with the provisions of (i) above. Each casino licensee shall submit to the Commission for approval a system for the exchange, with other legally operated casino licensees, of value chips and gaming plaques:

1. That are in its possession and that have been issued by any other legally operated casino licensee; and

2. That it has issued and that are presented to it for redemption by any other legally operated casino licensee.

(l) Each casino licensee shall cause to be posted and remain posted in a prominent place on the front of the cashiers' cage, any satellite cage, the simulcast counter, the keno booth and any satellite keno booth a sign that reads as follows:

"By law, gaming chips or plaques issued by another casino may not be used, exchanged or redeemed in this casino or casino simulcasting facility."

As amended, effective: 12/17/84

As amended, effective: 05/16/88

As amended, effective: 05/06/91

As amended, effective: 01/19/93

As amended, effective: 09/07/93

As amended, effective: 10/04/93

As amended, effective: 03/21/94

As amended, effective: 10/03/94

As amended, effective: 06/05/95

As amended, effective: 06/17/96

As amended, effective: 09/16/96

As amended, effective: 03/17/97

As amended, effective: 05/19/97

As amended, effective: 06/16/97

As amended, effective: 10/06/97

As amended, effective: 11/17/97

As amended, effective: 04/06/98

As amended, effective: 11/01/99

As amended, effective: 12/03/01

As amended, effective: 05/06/02

As amended, effective: 07/21/03

19:46-1.6 Receipt of gaming chips or plaques from manufacturer or distributor; inventory, security, storage and destruction of chips and plaques

(a) When gaming chips or plaques are received from the manufacturer or distributor thereof, they shall be opened and checked by at least three people, one of whom shall be from the accounting or auditing department of the casino licensee. Any deviation between the invoice accompanying the chips and plaques and the actual chips or plaques received or any defects found in such chips or plaques shall be reported promptly to the Commission and Division.

(b) After checking the gaming chips or plaques received, the casino licensee shall cause to be recorded in a chip inventory ledger the assigned alphabetical designation, the denomination of the value chips and gaming plaques received, the number of each denomination of value chip and gaming plaque received, the number and description of all non-value chips received, the date of any such receipt and the signatures of the individuals who checked any such chips and plaques. If the gaming chips will not be put into active use, the ledger shall also identify the storage location.

(c) Any gaming chips not in active use shall be stored in:

1. An approved casino vault;
2. The cashiers' cage; or
3. A comparable secure area, approved by the Commission, which is adjacent to and accessible exclusively from the casino.

(d) Whenever any gaming chips or plaques are taken from or returned to an approved storage area, at least two individuals shall be present, and the following information shall be recorded in the chip inventory ledger together with the date and signatures of the individuals involved:

1. The alphabetical designation and if applicable, any numeric designation;
2. The number and dollar amount for each denomination of value chip or gaming plaque removed or returned;
3. The number and description of the non-value chips removed or returned;
4. The specific storage area being entered; and

5. The reason for the entry into the storage area.

(e) At the end of each gaming day, a casino licensee shall compute and record the unredeemed liability for each denomination of value chips and gaming plaques. At least once every 30 days, at a minimum, each casino licensee shall inventory all sets of value chips and gaming plaques in its possession and shall record the result of such inventory in the chip inventory ledger. The procedures to be utilized to compute the unredeemed liability and to inventory value chips and gaming plaques shall be submitted to the Commission for approval. A physical inventory of value chips and gaming plaques not in active use shall only be required annually if the inventory procedures incorporate the sealing of the locked compartment.

1. If a casino licensee elects to commingle gaming chips pursuant to N.J.A.C. 19:46-1.3(e), a member of the casino accounting department shall, at least once every six months, inventory all gaming chips of a particular sample and readjust the starting inventory for those gaming chips which are no longer in the possession of the casino licensee. The adjusted inventory figure shall be recorded in the chip inventory ledger and shall be the new beginning inventory figure for the next six-month period for purposes of computing the daily outstanding chip liability required by this section.

(f) Prior to the destruction of gaming chips and plaques, the casino licensee shall notify the Commission and the Division, in writing, of the date and the location at which the destruction will be performed, the denomination, number and amount of value chips and plaques to be destroyed, the description and number of non-value chips to be destroyed and a detailed explanation of the method of destruction. Unless otherwise authorized by the Commission, the destruction of gaming chips and plaques shall be carried out in the presence of at least two employees of the casino licensee, one of whom shall be from the accounting or auditing department of the casino licensee and one of whom shall be from any other mandatory department of the casino licensee. The denomination, number and amount of value chips and plaques

or, in the case of non-value chips, the description and number so destroyed shall be recorded in the chip inventory ledger together with the signatures of the individuals carrying out such destruction, and the date on which said destruction took place. The casino licensee shall also maintain a written log of the names and license numbers of all casino personnel involved in each such destruction, as well as the names and addresses of all non-casino personnel involved.

(g) A casino licensee shall ensure that at all times there is adequate security, as approved by the Commission, for all gaming chips and plaques in its possession.

As amended, effective: 08/01/83
As amended, effective: 12/17/84
As amended, effective: 09/16/91
As amended, effective: 03/02/92
As amended, effective: 01/19/93
As amended, effective: 06/07/93
As amended, effective: 10/03/94
As amended, effective: 01/02/96
As amended, effective: 03/04/96
As amended, effective: 03/17/97
As amended, effective: 11/20/06

19:46-1.7 Roulette table; physical characteristics; double zero roulette wheel used as a single roulette wheel

(a) Roulette shall be played on a table having a roulette wheel of not less than thirty (30) inches in diameter at one end of the table and a roulette layout imprinted on the opposite end of the table.

(b) Each roulette wheel shall be of a single zero variety or a double zero variety as described and depicted below:

1. Each single zero roulette wheel shall have 37 equally spaced compartments around the wheel where the roulette ball shall come to rest. The roulette wheel shall also have a ring of 37 equally spaced areas to correspond

to the position of the compartments with one marked zero and colored green and the others marked 1 to 36 and colored alternately red and black which numbers shall be arranged around the wheel as depicted in the following diagram unless otherwise approved by the Commission. The color of each compartment shall either be a corresponding color to those depicted on the ring or a neutral color as approved by the Commission.

2. Each double zero roulette wheel shall have 38 equally spaced compartments around the wheel where the roulette ball shall come to rest. The roulette wheel shall also have a ring of 38 equally spaced areas to correspond to the position of the compartments with one marked zero and colored green, one marked double-zero (00) and colored green, and the others marked 1 to 36 and colored alternately red and black which numbers shall be arranged around the wheel as depicted in the following diagram unless otherwise approved by the Commission. The color of each compartment shall either be a corresponding color to those depicted on the ring or a neutral color as approved by the Commission.

(c) A double zero roulette wheel may be used as a single zero roulette wheel, provided that:

1. If a double zero table layout is used, the "00" wager area on the layout is obscured with a cover or other approved device which clearly indicates that such a wager is not available; and

2. Appropriate signage is posted at the roulette table to notify players that:

i. A double zero roulette wheel is being used as a single zero roulette wheel, and that double zero (00) is not an available wager;

ii. If the roulette ball comes to rest in a compartment marked double zero (00), the spin will be declared void and the wheel will be respun; and

iii. Wagers on red, black, odd, even, 1 to 18 and 19 to 36 shall be lost if the roulette ball comes to rest in a compartment marked zero

(0).

(d) The layout for a roulette table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee offering the game; and
2. Specific areas for the placement of the wagers authorized by N.J.A.C. 19:47-5.1.

(e) Notwithstanding (d) above, if a casino licensee offers an optional wager authorized by N.J.A.C. 19:47-5.1, the layout for that roulette table shall also include, in a manner approved by the Commission, designated areas for the placement of such wagers.

(f) Each roulette table shall have a drop box and tip box attached to it, in locations approved by the Commission.

As amended, effective: 02/21/89

As amended, effective: 11/16/92

As amended, effective: 03/20/95

As amended, effective: 03/16/98

19:46-1.8 Roulette balls

Balls used in gaming at roulette shall be made completely of a non-metallic substance and not be less than 12/16 of an inch nor more than 14/16 of an inch in diameter unless otherwise approved by the Commission.

19:46-1.9 Roulette; inspection procedures; security procedures

(a) Prior to opening a roulette table for gaming activity, a casino supervisor or member of the casino security department shall:

1. Inspect the roulette table and roulette wheel for any magnet or contrivance that would affect the fair operation of such wheel;
2. Inspect the roulette wheel to assure that it is level and rotating

freely and evenly;

3. Inspect the roulette wheel to assure that all parts are secure and free from movement;

4. Inspect the roulette ball by passing it over a magnet or compass to assure its non-magnetic quality; and

5. Confirm that the layout and signage comply with N.J.A.C. 19:46-1.7(c), if a double zero roulette wheel is being used as a single zero roulette wheel.

(b) If a casino licensee uses a roulette wheel which has external movable parts, any adjustments to the movable parts shall be made by a casino supervisor or a member of the casino maintenance department, in the presence of a security department member. Adjustments to the movable parts of a roulette wheel that is located on the casino floor, or in a casino simulcasting facility, shall only be made:

1. When the casino or casino simulcasting facility is not open to the public; or

2. If the roulette wheel is moved to a secure location outside the casino or casino simulcasting facility as approved by the Commission.

(c) All adjustments shall be completed prior to the required inspections in (a) above.

(d) The casino licensee may replace any of the movable parts at any time, provided, however, if any one or more of the movable parts are external then an inspection must be completed by the Division prior to reopening the roulette wheel and table for gaming activity.

(e) A log shall be maintained which shall include, at a minimum, the date, the roulette table number, whether an adjustment or replacement was completed and the signature of the person making the adjustment or replacement.

(f) When a roulette table is not open for gaming activity, the roulette wheel shall be secured by placing a cover over the entire wheel and securely

locking such cover to the roulette table.

As amended, effective: 02/21/89

As amended, effective: 03/02/92

As amended, effective: 11/16/92

As amended, effective: 01/19/93

19:46-1.10 Blackjack table; card reader device; physical characteristics; inspections

(a) Blackjack shall be played at a table having on one side places for the players and on the opposite side a place for the dealer.

(b) The layout for a blackjack table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee offering the game; and
2. Specific areas designated for the placement of wagers, which betting areas shall not exceed seven in number, with the exception of the 6 to 5 blackjack variation, which shall contain no more than six betting areas.

(c) The following inscriptions shall appear on the blackjack layout:

1. Blackjack pays 3 to 2;
2. Dealer must draw to 16 and stand on all 17's; and
3. Insurance pays 2 to 1.

(d) If a casino licensee offers blackjack rule variations in accordance with the requirements of N.J.A.C. 19:47-2.6(k), the blackjack layout shall be approved by the Commission and have imprinted on it, at a minimum, the following inscriptions instead of the inscriptions set forth in (c) above:

1. Blackjack pays 1 to 1;
2. Dealer must draw to 16 and stand on all 17's; and
3. Dealer's hole card dealt face up.

(e) Each blackjack table shall have a drop box and a tip box attached to it with the location of said boxes on the same side of the gaming table, but on

opposite sides of the dealer, as approved by the Commission.

(f) If a casino licensee offers one of the additional wagers authorized by N.J.A.C. 19:47-2.17, the blackjack layout shall be approved by the Commission and shall have designated areas for the placement of the additional wager. If a casino licensee offers the additional wager authorized by N.J.A.C. 19:47-2.17(a)1, the layout shall also have the payout odds for the additional wager imprinted thereon. If a casino licensee offers the additional wager authorized by N.J.A.C. 19:47-2.17(a)3, the layout or a separate sign located at the table shall contain the payout odds for the additional wager.

(g) A blackjack table may have attached to it, as approved by the Commission, a card reader device which permits the dealer to read his or her hole card in order to determine if the dealer has a blackjack in accordance with N.J.A.C. 19:47-2.6. If a blackjack table has an approved card reader device attached to it, the floorperson assigned to the table shall inspect the card reader device at the beginning of each gaming day. The purpose of this inspection shall be to insure that there has been no tampering with the device and that it is in proper working order. A card reader device may not be used on a blackjack table offering a progressive blackjack wager pursuant to N.J.A.C. 19:47-2.19.

(h) Notwithstanding the requirements of (b) above, if a casino licensee offers multiple action blackjack in accordance with the requirements of N.J.A.C. 19:47-2.18, the blackjack layout shall be approved by the Commission and shall contain, at a minimum:

1. Three separate designated betting areas for each player position at the table with each separate betting area being numbered one through three, provided, however, that the number of player positions at each table shall not exceed six;
2. A separate designated area on the layout, for each player position, for the placement of insurance wagers;
3. A separate designated area on the layout, for each player

position, for the placement of double down wagers;

4. A separate designated area on the layout, for each player position, for the placement of split pair wagers; and

5. Three separate areas designated for the placement of the dealer's original face up card with each separate area being numbered one through three.

(i) In order to collect the cards at the conclusion of a round of play as required by N.J.A.C. 19:47-2.6(i) and at such other times as provided in the rules of the Commission, each blackjack table shall have a discard rack securely attached to the top of the dealer's side of the table. The height of each discard rack shall equal the height of the cards, stacked one on top of the other, contained in the total number of decks that are to be used in the dealing shoe at that table; provided, however, that a taller discard rack may be used if such rack has a distinct and clearly visible mark on its side to show the exact height for a stack of cards equal to the total number of cards contained in the number of decks to be used in the dealing shoe at that table. Whenever a double shoe is used at a blackjack table, the same number of decks shall be used in each side of the double shoe, and the height and marking requirements as set forth above for that table's discard rack shall be determined from the number of decks used in one side of the shoe.

(j) If a casino licensee offers a progressive blackjack wager pursuant to N.J.A.C. 19:47-2.19, the blackjack layout shall be approved by the Commission. In addition, the blackjack table shall have designated areas for the placement of the progressive blackjack wager and shall contain the following equipment in addition to the requirements of N.J.A.C. 19:45-1.39B:

1. A separate acceptor device mounted in a location approved by the Commission for the placement of a progressive wager. Each acceptor device shall have a light which shall illuminate upon insertion and acceptance of a gaming chip;

2. A method to ensure that only one progressive blackjack wager is

made per person, per round of play;

3. A device or method to indicate that a progressive blackjack wager has been won;

4. A sign describing the winning wagers and the payouts to be awarded on winning progressive blackjack wagers at a location near the table as approved by the Commission;

5. A table controller panel located in an area of the table as approved by the Commission. The table controller panel shall be equipped with a "lock-out" button which, once activated by the dealer, will prevent any player from depositing a gaming chip in the acceptor device; and

6. A mechanical, electrical or electronic table inventory return device which shall permit all gaming chips deposited into the acceptor devices referenced in (j)1 above to be collected and immediately returned to a designated area within the table inventory container prior to the dealing of a hand. The table inventory return device shall be designed and constructed to contain any feature the Commission may require to maintain the security and integrity of the game. The procedures for the operation of all functions of the table inventory return device shall be submitted to and approved by the Commission.

(k) If a casino licensee offers a blackjack bonus wager pursuant to N.J.A.C. 19:47-2.20, the blackjack layout shall be approved by the Commission, shall have designated areas for the placement of the blackjack bonus wager, and shall contain the following equipment:

1. A table controller located in an area of the table or the pit as approved by the Commission, which area shall be secured by dual key control, with one key being maintained and controlled by the Commission and the second key being maintained and controlled by a casino supervisor;

i. One table controller shall control no more than four blackjack tables. Procedures for the operation, security and control of the table controller shall be submitted to and approved by the Commission;

ii. Whenever it is required that a table controller or any device connected thereto which may affect the operation of the blackjack bonus system be accessed or opened, certain information shall be recorded on a form entitled "Controller Access Authorization Log," which shall include, at a minimum, the date, time, purpose of accessing or opening the controller or device, and the signature of the authorized employee accessing or opening the machine or device. The Controller Access Authorization Log shall be maintained in the same secured location as the table controller, and shall have recorded thereon a sequential number and the manufacturer's serial number or the asset number of the controller;

2. A blackjack bonus button, which shall be located at the table by the dealer, and used by each player with a winning blackjack bonus wager to generate a bonus amount to be won by that player. The blackjack bonus button shall be attached to the table in a manner that will enable the dealer to place the blackjack bonus button directly in front of each winning player;

3. A blackjack bonus display, which shall be located at the table and shall display the amount of the winning blackjack bonus on both sides of the device, so that the amount is visible to all players, the dealer and supervisory personnel; and

4. A sign containing the amount of the blackjack bonus wager, as well as the minimum and maximum possible blackjack bonus amounts to be awarded, pursuant to N.J.A.C. 19:47-8.3.

(l) If a casino licensee offers a streak wager pursuant to N.J.A.C. 19:47-2.22, the blackjack table shall also contain:

1. A layout approved by the Commission which shall include, at a minimum:

i. Four additional separate designated betting areas for each of the player positions at the table, which areas shall be numbered "2" through "5"; and

ii. The inscriptions "Two consecutive wins pays 3 to 1,"

“Three consecutive wins pays 7 to 1,” “Four consecutive wins pays 17 to 1,” and “Five consecutive wins pays 37 to 1”;

2. The following equipment:

i. Marker buttons (“lammers”) with the casino licensee’s name or logo, or other devices or methods approved by the Commission, to indicate how many consecutive blackjack hands a patron has won; and

ii. A sign containing the permissible amount of the streak wager, posted pursuant to N.J.A.C. 19:47-8.3.

(m) If a casino licensee offers a match-the-dealer wager pursuant to N.J.A.C. 19:47-2.23, the blackjack table shall contain:

1. A layout approved by the Commission which shall include, at a minimum, an additional designated betting area bearing the inscription “Match-the-Dealer” at each of the player positions at the table; and

2. A sign approved by the Commission setting forth the payout odds for the match-the-dealer wager.

(n) Notwithstanding (c) above, if a casino licensee offers the 6 to 5 blackjack variation, the layout shall be approved by the Commission and have imprinted on it, at a minimum, the following inscriptions:

1. Blackjack pays 6 to 5;

2. Dealer must draw to 16 and soft 17; and

3. Insurance pays 2 to 1.

(o) If a casino licensee offers the twenty point bonus wager pursuant to N.J.A.C. 19:47-2.24, the layout otherwise required by this section shall also include, at a minimum, an additional designated betting area for the twenty point bonus wager at each of the player positions at the table. The blackjack table shall also contain a sign approved by the Commission setting forth the payout odds for the twenty point bonus wager.

(p) If a casino licensee offers the option set forth in N.J.A.C. 19:47-2.12(b)2 that requires the dealer to draw additional cards on a soft 17, the blackjack layout shall be approved by the Commission and have imprinted on

it, at a minimum, the following inscription instead of the inscription set forth in (c)2 above:

1. Dealer must draw to 16 and soft 17 and stand on hard 17's and all 18's.

Effective: 06/05/78

As amended, effective: 03/16/92

As amended, effective: 04/20/92

As amended, effective: 09/21/92

As amended, effective: 01/19/93

As amended, effective: 09/20/93

As amended, effective: 02/22/94

As amended, effective: 06/06/94

As amended, effective: 07/15/96

As amended, effective: 03/16/98

As amended, effective: 01/04/99

As amended, effective: 04/05/99

As amended, effective: 01/16/01

As amended, effective: 08/18/03

As amended, effective: 07/19/04

As amended, effective: 01/17/06

As amended, effective: 06/05/06

As amended, effective: 06/19/06

19:46-1.10A Three card poker table; physical characteristics

(a) Three card poker shall be played at a table having betting positions for the players on one side of the table and a place for the dealer on the opposite side. Such betting positions shall not exceed nine in number depending on the size of the table.

(b) The layout for a three card poker table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee offering the game;
2. A separate designated betting area at each betting position for the placement of "ante" wagers;

3. A separate designated betting area located immediately in front of each ante wager betting area for the placement of "play" wagers;

4. A separate designated betting area located immediately behind each ante wager betting area for the placement of "pair plus" wagers; and

5. Inscriptions that advise patrons, in accordance with N.J.A.C. 19:47-20.11 and as approved by the Commission, of the payout odds for ante and play wagers, pair plus wagers and ante bonuses and that "Dealer Plays with Queen High or Better".

(c) Each three card poker table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer, and in locations approved by the Commission.

As adopted, effective: 03/17/97

As amended, effective: 03/16/98

As amended, effective: 02/22/00

19:46-1.10B Spanish 21 table; physical characteristics

(a) Spanish 21 shall be played at a table having betting positions for no more than six players on one side of the table and a place for the dealer on the opposite side.

(b) The layout for a spanish 21 table shall be approved by the Commission and shall have imprinted thereon, at a minimum, the following:

1. The name or trade name of the casino licensee offering the game;
2. A separate designated betting area at each betting position for the placement of the following wagers:
 - i. The required spanish 21 wager; and
 - ii. An optional match-the-dealer wager;
3. The following inscriptions:
 - i. "Blackjack Pays 3 to 2";

- ii. "Dealer Must Draw to 16 and Stand on All 17's;"
- iii. "Insurance Pays 2 to 1";

4. The payout odds for each of the wagers listed in N.J.A.C. 19:47-19.5(f) and (g); and

5. The payout odds for the match-the-dealer wager, unless the odds are included in the sign required by (c) below.

(c) A casino licensee shall post a sign approved by the Commission at each spanish 21 table, which explains:

1. That doubled down hands are not eligible for the additional payouts in N.J.A.C 19:47-19.5(f);

2. That doubled down hands and split hands are not eligible for the additional payouts in N.J.A.C 19:47-19.5(g); and

3. The payout odds for the match-the-dealer wager, if those payout odds are not imprinted on the layout.

(d) Each spanish 21 table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer, in locations approved by the Commission.

(e) In order to collect the cards at the conclusion of a round of play as required by N.J.A.C. 19:47-19.7(h) and at such other times as provided in the rules of the Commission, each spanish 21 table shall have a discard rack securely attached to the top of the dealer's side of the table. The height of each discard rack shall equal the height of the cards, stacked one on top of the other, contained in the total number of decks that are to be used in the dealing shoe at that table; provided, however, that a taller discard rack may be used if such rack has a distinct and clearly visible mark on its side to show the exact height for a stack of cards equal to the total number of cards contained in the number of decks to be used in the dealing shoe at that table.

(f) A spanish 21 table may have attached to it, as approved by the Commission, a card reader device which permits the dealer to read his or her hole card in order to determine if the dealer has a blackjack in accordance with

N.J.A.C. 19:47-19.1. If a spanish 21 table has an approved card reader device attached to it, the floorperson assigned to the table shall inspect the card reader device at the beginning of each gaming day. The purpose of this inspection shall be to insure that there has been no tampering with the device and that it is in proper working order.

Adopted, effective: 01/03/00

19:46-1.11 Craps and mini-craps tables; physical characteristics

(a) Craps and mini-craps shall be played on an oblong table with rounded corners and high walled sides.

1. A craps table shall not be larger than 14 feet in length.
2. A mini-craps table shall be no longer than 9 1/2 feet in length, and shall have seating locations for a maximum of 9 players.

(b) The layout for a craps or mini-craps table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee offering the game;
2. Specific areas designated for the placement of wagers as authorized by N.J.A.C 19:47-1.2; and
3. The words "No call bets."

(c) Each craps and mini-craps table shall have a drop box and tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer, and in locations approved by the Commission.

As amended, effective: 11/02/81

As amended, effective: 01/19/93

As amended, effective: 08/05/96

As amended, effective: 03/16/98

As amended, effective: 10/17/05

As amended, effective: 10/02/06

19:46-1.12 Baccarat and minibaccarat tables; physical characteristics

(a) Baccarat-Punto Banco shall be played on a table having numbered places for 10 to 14 seated players.

(b) Baccarat-Chemin de Fer shall be played on a table having numbered places for 9 to 14 seated players.

(c) Minibaccarat shall be played at a table having on one side places for a maximum of nine seated players, and on the opposite side a place for the dealer; provided however, that unless the cards are changed after each shoe, a minibaccarat table using the dealing procedure in N.J.A.C. 19:47-7.7(c)3 shall have places for a maximum of six seated players. The dimensions of a minibaccarat table shall be approved by the Commission.

(d) The layout for a baccarat or minibaccarat table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee offering the game;
2. For Baccarat-Punto Banco and minibaccarat layouts, specific areas designated for the placement of wagers on the "Banker's Hand," "Players Hand" and "Tie Hand";
3. For Baccarat-Chemin De Fer layouts, specific areas for the placement of the wagers authorized by N.J.A.C. 19:47-4.6 and 4.7;
4. For Baccarat-Punto Banco and minibaccarat layouts, the phrase "Tie Bets pay 8 to 1";
5. Numbered areas that correspond to the seat numbers for the purpose of marking vigorish; provided, however, that the numbered areas are not required if:
 - i. For baccarat, the casino licensee offers a no vigorish variation of the game in accordance with N.J.A.C. 19:47-3.3(e);
 - ii. For minibaccarat, the casino licensee only charges vigorish in accordance with the provisions of N.J.A.C. 19:47-7.3(d) or offers a

no vigorish variation of the game in accordance with the provisions of N.J.A.C. 19:47-7.3(f); and

6. An area designated for the placement of cards for the "Player's" and "Banker's" hands.

(e) If marker buttons are used for the purpose of marking vigorish, these marker buttons shall be placed in the table inventory float container or in a separate rack designed for the purpose of storing marker buttons and such rack shall be placed in front of the table inventory float container during gaming activity.

(f) Each baccarat and minibaccarat table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer, and in locations approved by the Commission.

As amended, effective: 08/04/86

As amended, effective: 10/05/87

As amended, effective: 02/05/90

As amended, effective: 06/15/92

As amended, effective: 01/19/93

As amended, effective: 12/20/93

As amended, effective: 03/18/96

As amended, effective: 03/16/98

As amended, effective: 09/21/98

As amended, effective: 02/01/99

As amended, effective: 09/20/04

19:46-1.13 Big Six Wheel and layout; physical characteristics

(a) Gaming at Big Six shall be conducted at a wheel circular in shape and no less than five feet in diameter. The rim of the wheel shall be divided into 54 equally spaced sections with 23 sections containing a \$1.00 bill, 15 sections containing a \$2.00 bill, eight sections containing a \$5.00 bill, four sections containing a \$10.00 bill, two sections containing a \$20.00 bill, one section containing a picture of a flag or the name or logo of the casino licensee, and one section containing a picture of a joker, each of which sections shall be

covered with glass.

(b) The sections required by (a) above shall be arranged clockwise around the rim of the wheel in the following order: joker, \$1, \$2, \$1, \$5, \$2, \$1, \$10, \$1, \$5, \$1, \$2, \$1, \$20, \$1, \$2, \$1, \$5, \$2, \$1, \$10, \$1, \$2, \$5, \$1, \$2, \$1, flag, \$2, \$5, \$2, \$1, \$2, \$1, \$10, \$1, \$5, \$1, \$2, \$1, \$20, \$1, \$2, \$1, \$5, \$2, \$1, \$10, \$1, \$2, \$5, \$1, \$2 and \$1.

(c) Each section of the Big Six Wheel shall also display the payout odds for the wager contained therein, pursuant to N.J.A.C. 19:47-5.5.

(d) Each Big Six Wheel table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of, the dealer, and in locations approved by the Commission.

(e) The layout for a Big Six Wheel table shall be approved by the Commission and shall have imprinted thereon, at a minimum, the following:

1. The name or trade name of the casino licensee offering the game;
2. Spaces which shall be used by patrons to place their wagers, and which shall contain:
 - i. Depictions of a \$1.00 bill, \$2.00 bill, \$5.00 bill, \$10.00 bill, and \$20.00 bill, or numbers representing those monetary denominations, as approved by the Commission;
 - ii. A flag or the name or logo of the casino licensee, as it appears on the Big Six Wheel; and
 - iii. A joker; and
3. The payout odds for each of the permitted wagers.

As amended, effective: 10/18/79

As amended, effective: 01/19/93

As amended, effective: 03/16/98

As amended, effective: 11/16/98

19:46-1.13A Sic bo table; sic bo shaker; physical characteristics

(a) Each sic bo table shall have a drop box and tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer, and in locations approved by the Commission.

(b) Each sic bo table shall have an electrical device which, when the numeric value of each die has been entered, shall cause the winning combinations to be illuminated. The sic bo table shall have an area, as approved by the Commission, which depicts all permissible wagers pursuant to N.J.A.C. 19:47-9.2. Each combination shall have the capability to be illuminated, if it is a winning combination, after the numeric value of each die has been entered into the electrical device by the dealer.

(c) The layout for a sic bo table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee; and
2. Specific areas designated for the placement of the wagers authorized by N.J.A.C. 19:47-9.2; and
3. The payout odds currently being offered in accordance with N.J.A.C. 19:47-9.4.

(d) Sic bo shall be played with a sealed container, to be known as a "sic bo shaker," which shall be used to shake the dice in order to arrive at the winning combinations.

1. A manual sic bo shaker shall be designed and constructed to contain any feature the Commission may require to maintain the integrity of the game and shall, at a minimum, adhere to the following specifications:

i. The sic bo shaker shall have a compartment to secure the three dice required by N.J.A.C. 19:47-9.1 and a separate cover which conceals the dice while the dealer is shaking the sic bo shaker. The compartment to secure the three dice shall be transparent and the cover which conceals the dice shall be opaque;

ii. The sic bo shaker shall have the capability of being sealed or locked in order to ensure the integrity of the dice contained therein;

iii. The sic bo shaker shall have the name or trade name of the casino licensee or identifying logo imprinted or impressed thereon; and

iv. The sic bo shaker shall be secured to the sic bo table when the table is open for gaming activity.

2. An automated sic bo shaker may be used in the game of sic bo, provided that:

i. The shaker meets the requirements of (d)1 above, except that a separate opaque cover shall not be used; and

ii. The shaker, its location on the sic bo table and the procedures for shaking the dice are submitted to and approved by the Commission.

Effective: 12/16/91

As amended, effective: 01/19/93

As amended, effective: 03/16/98

As amended, effective: 07/18/05

19:46-1.13B Pai gow poker table; pai gow poker shaker; physical characteristics; computerized random number generator

(a) Pai gow poker shall be played at a table having on one side places for the players and on the opposite side a place for the dealer.

(b) The layout for a pai gow poker table shall be approved by the Commission and shall contain, at a minimum, the following:

1. Six separate designated betting areas for the players at the table with each area being numbered one through six;

2. Two separate areas located below each betting area which shall be designated for the placement of the high and second highest or low hands of that player;

3. If a casino licensee offers the optional bonus wager authorized by N.J.A.C. 19:47-11.15:

i. A separate area for each player, located to the right of the numbered betting areas, designated for the placement of a bonus wager by each player;

ii. Notice of signage, as approved by the Commission, for payout odds for the bonus wager and payout amounts for the “envy bonus” as defined at N.J.A.C. 19:47-11.15; and

iii. The inscription indicating the payout limit per round of play for the bonus wager established by the casino licensee pursuant to N.J.A.C. 19:47-11.16(c) or a generic inscription indicating the wager is subject to the posted payout limit.

4. If the casino licensee offers the additional wager authorized by N.J.A.C. 19:47-11.13, a separate area for each player, designated for the placement of that additional wager by each player, as well as the payout odds for the additional wager;

5. Two separate areas designated for the placement of the high and second highest or low hands of the dealer;

6. The name or trade name of the casino licensee offering the game; and

7. If the casino licensee offers the optional bonus wagers authorized by N.J.A.C. 19:47-11.17, separate areas for each player, designated for the placement of the three-card bonus wager and seven-card bonus wager.

(c) If a casino licensee offers an optional bonus wager authorized by N.J.A.C. 19:47-11.15 or 11.17, a sign shall be posted at each pai gow poker table offering the optional bonus wager authorized by N.J.A.C. 19:47-11.15 that explains, in a manner approved by the Commission, the following:

1. For the optional wager authorized by N.J.A.C. 19:47-11.15, the details of the payout limit established pursuant to N.J.A.C. 19:47-11.16(c) and, if a generic inscription is used pursuant to (b)3iii above, established payout limit; or

2. For the optional wagers authorized by N.J.A.C. 19:47-11.17, the payout odds for each bonus wager.

(d) Each pai gow poker table shall have a drop box and tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer, and in locations approved by the Commission.

(e) Pursuant to N.J.A.C. 19:47-11.4, pai gow poker may be played with a container, to be known as a “pai gow shaker,” which shall be used to shake three dice before each hand of pai gow poker is dealt in order to determine the starting position for the dealing or delivery of the cards. The pai gow shaker shall be designed and constructed to contain any feature the Commission may require to maintain the integrity of the game and shall, at a minimum, adhere to the following specifications:

1. The pai gow poker shaker shall be capable of housing three dice and shall be designed so as to prevent the dice from being seen while the dealer is shaking it; and

2. The pai gow poker shaker shall have the name or identifying logo of the casino imprinted or impressed thereon.

(f) As an alternative to using the shaker and dice described in (e) above, a casino licensee may, unless the casino licensee offers the optional bonus wagers authorized by N.J.A.C. 19:47-11.17, determine the starting position for the dealing or delivery of the cards in pai gow poker by utilizing a computerized random number generator that automatically selects and displays a number from 1 through 7 inclusive. Any computerized random number generator proposed for use by a casino licensee shall be approved by the Commission.

(g) If a casino licensee offers a progressive payout wager pursuant to N.J.A.C. 19:47-11.14, the pai gow poker table shall include the following features in addition to satisfying the requirements of N.J.A.C. 19:45-1.39B:

1. A separate acceptor device mounted in a location approved by the Commission for the placement of the progressive wager, which acceptor

device shall have a light that illuminates upon the insertion and acceptance of a gaming chip;

2. A sign describing each winning progressive payout wager and the payout to be awarded therefor in a manner and location approved by the Commission;

3. A table controller panel located in an area of the table as approved by the Commission and which shall be equipped with a “lock-out” button that, once activated by the dealer as set forth in N.J.A.C. 19:47-11.14, shall prevent any player from depositing a gaming chip in the acceptor device; and

4. A mechanical, electrical or electronic table inventory return device which shall permit all gaming chips deposited into the acceptor device referenced in (g)1 above to be collected and immediately returned to a designated area within the table inventory container prior to the dealing of a hand. The table inventory return device shall be designed and constructed to contain any feature the Commission may require to maintain the security and integrity of the game. The procedures for the operation of all functions of the table inventory return device shall be submitted to and approved by the Commission.

As adopted, effective: 10/19/92

As amended, effective: 05/02/94

As amended, effective: 02/06/95

As amended, effective: 03/16/98

As amended, effective: 06/17/02

As amended, effective: 09/16/02

As amended, effective: 08/18/03

As amended, effective: 07/19/04

19:46-1.13C Pai gow table; pai gow shaker; physical characteristics

(a) Pai gow shall be played at a table having on one side places for the players and on the opposite side a place for the dealer.

(b) The layout for a pai gow table shall be approved by the Commission and shall contain, at a minimum, the following:

1. Six separate designated betting areas for the players at the table with each area being numbered one through six;
2. A separate area, located to the left of the dealer, for the placement of four tiles which shall be referred to as the "dead hand"; and
3. The name or trade name of the casino licensee offering the game.

(c) Each pai gow table shall have a drop box and tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer, and in locations approved by the Commission.

(d) Pai gow shall be played with a container, to be known as a "pai gow shaker," which shall be used to shake three dice before each hand of pai gow is dealt in order to determine the starting position for the dealing of the pai gow tiles. The pai gow shaker shall be designed and constructed to contain any feature the Commission may require to maintain the integrity of the game and shall, at a minimum, adhere to the following specifications:

1. The pai gow shaker shall be capable of housing three dice and shall be designed so as to prevent the dice from being seen while the dealer is shaking it; and
2. The pai gow shaker shall have the name or identifying logo of the casino imprinted or impressed thereon.

Effective: 10/19/92

As amended, effective: 03/16/98

19:461.13D Pokette table; pokette wheel; physical characteristics

(a) A pokette table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer, and in locations approved by the Commission.

(b) The layout for a pokette table shall be approved by the Commission and shall contain, at a minimum:

1. Depictions of each of the 52 playing cards contained within a deck as depicted on the pokette wheel;
2. Two jokers as depicted on the pokette wheel;
3. The following poker hand wagers:
 - i. Pair in two;
 - ii. Pair in three;
 - iii. Three of a kind;
 - iv. Straight;
 - v. Flush; and
 - vi. Straight Flush;
4. The following nonpoker hand wagers:
 - i. Black;
 - ii. Red;
 - iii. AceKingQueen rank;
 - iv. Jack109 rank;
 - v. 876 rank;
 - vi. 543 rank; and
 - vii. Each suit; and
5. The name or trade name of the casino licensee offering the game.

(c) Pokette shall be played with a card stand and a container to house the cards to be placed in the card stand. The location of the card stand and card container at the pokette table shall be approved by the Commission. Notwithstanding these requirements, a device approved by the Commission may be used to indicate the winning card determined by each spin of the pokette wheel in lieu of cards and a card stand. The location of such a device shall be approved by the Commission.

(d) Pokette shall be played with a wheel to be known as a "pokette wheel"

which shall be circular in shape and no less than 48" inches in diameter. The rim of the pokette wheel shall be divided into 54 equally spaced sections with 52 sections containing a depiction of each of the 52 playing cards contained within a deck and two sections each containing a depiction of a joker that is different from the other joker. The background of each joker shall be of a different color from each other, so as to be distinguishable from each other, and shall not be red or black. All 54 sections shall be covered with glass or some other transparent covering. The sections shall be arranged around the rim of the pokette wheel as follows: joker, 7 of diamonds, 4 of spades, 9 of hearts, queen of clubs, 5 of diamonds, 8 of spades, ace of hearts, 10 of clubs, 3 of diamonds, king of spades, 6 of hearts, 2 of clubs, jack of diamonds, 7 of spades, 4 of hearts, 9 of clubs, queen of diamonds, 5 of spades, 8 of hearts, ace of clubs, 10 of diamonds, 3 of spades, king of hearts, 6 of clubs, 2 of diamonds, jack of spades, joker, 7 of hearts, 4 of clubs, 9 of diamonds, queen of spades, 5 of hearts, 8 of clubs, ace of diamonds, 10 of spades, 3 of hearts, king of clubs, 6 of diamonds, 2 of spades, jack of hearts, 7 of clubs, 4 of diamonds, 9 of spades, queen of hearts, 5 of clubs, 8 of diamonds, ace of spades, 10 of hearts, 3 of clubs, king of diamonds, 6 of spades, 2 of hearts and jack of clubs.

(e) The location and the necessary security measures over the nonvalue and value gaming chips at a pokette table shall be approved by the Commission.

Effective: 11/16/92

As amended, effective: 03/16/98

19:46-1.13E Poker table; physical characteristics

(a) Poker shall be played on a table which is oval in shape and which has places for up to 11 players and a dealer. The design of each poker table shall be approved by the Commission. Each poker table shall be designed and constructed to contain any feature the Commission may require to maintain

the integrity of the game.

(b) The layout for a poker table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee offering the game; and
2. A designated holding area located to the right of the dealer for the collection of the rake prior to final placement of the rake in the table inventory container.

(c) Each poker table shall have a designated area, in a location approved by the Commission, for the placement of at least one deck of cards. This area may be part of the table inventory container.

(d) Each poker table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer, in locations approved by the Commission.

As adopted, effective: 03/21/94

As amended, effective: 03/04/96

As amended, effective: 03/16/98

19:46-1.13F Double down stud table; physical characteristics

(a) Double down stud shall be played on a table having seven places on one side for the players, and a place for the dealer on the opposite side.

(b) The layout for a double down stud table shall be approved by the Commission, and shall contain, at a minimum:

1. The name or trade name of the casino licensee offering the game;
2. Seven separate designated betting areas for the placement of wagers by the players;
3. A separate designated area located below each betting area for the placement of double down wagers; and

4. A separate designated area located directly in front of the table inventory container for the placement of the dealer's common cards.

(c) The following inscription shall be conspicuously printed on each double down stud layout: "Payout Limit of \$100,000 Per Hand." A casino licensee shall post a sign, approved by the Commission, at each double down stud table explaining the details and the ramifications of this payout limit.

(d) Each double down stud table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer, in locations approved by the Commission.

As adopted, effective: 12/05/94

As amended, effective: 03/16/98

19:46-1.13G Caribbean stud poker table; physical characteristics

(a) Caribbean stud poker shall be played on a table having betting positions for six or seven players on one side of the table and a place for the dealer on the opposite side.

(b) The layout for a caribbean stud poker table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee;
2. A separate designated betting area at each betting position for the placement of "ante" wagers;
3. A separate designated betting area located immediately behind each ante betting area for the placement of "bet" wagers; and
4. The inscriptions "Payout Limit of \$5,000 per Hand on Bet Wagers" and "Bet Wager Void Unless Dealer has Ace/King or Better."

(c) A sign shall be posted at each caribbean stud poker table that explains, in a manner approved by the Commission, the details of the \$5,000 payout limit authorized by N.J.A.C. 19:47-16.12.

(d) Each caribbean stud poker table shall have a drop box and a tip box

attached to it on the same side of the table as, but on opposite sides of the dealer, in locations approved by the Commission.

(e) Each caribbean stud poker table shall have for each betting position a separate acceptor device for the placement of a progressive wager mounted in a location approved by the Commission. Each acceptor device shall have a light which shall illuminate upon insertion and acceptance of a gaming chip.

(f) Each caribbean stud poker table shall have a table controller panel located in an area of the table as approved by the Commission. The table controller panel shall be equipped with a "lock-out" button which, once activated by the dealer as set forth in N.J.A.C. 19:47-16.7, will prevent any player from depositing a gaming chip in the acceptor device.

(g) Each caribbean stud poker table shall be equipped with a mechanical, electrical or electronic table inventory return device which shall permit all gaming chips deposited into the acceptor devices referenced in (e) above to be collected and immediately returned to a designated area within the table inventory container prior to the dealing of a hand. The table inventory return device shall be designed and constructed to contain any feature the Commission may require to maintain the security and integrity of the game. The procedures for the operation of all functions of the table inventory return device shall be submitted to and approved by the Commission.

As adopted, effective: 08/07/95

As amended, effective: 03/16/98

As amended, effective: 08/18/03

19:46-1.13H Let it ride poker table; physical characteristics

(a) Let it ride poker shall be played on a table having betting positions for seven players on one side of the table and a place for the dealer on the opposite side.

(b) The layout for a let it ride poker table shall be approved by the

Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee;
2. Three separate designated betting areas at each betting position for the placement of wagers in accordance with N.J.A.C. 19:47-18.6;
3. A separate designated area at each betting position for the placement of the cards of each player;
4. A separate designated area located directly in front of the table inventory container for the placement of the community cards;
5. The payout odds for all authorized wagers, including the optional bonus wager authorized by N.J.A.C. 19:47-18.6A, if the casino licensee offers the optional wager; and
6. The inscription indicating the payout limit per hand established by the casino licensee pursuant to N.J.A.C. 19:47-18.11 or a generic inscription indicating the game is subject to the posted payout limit.

(c) A sign shall be posted at each let it ride poker table that explains, in a manner approved by the Commission, the details of the payout limit established pursuant to N.J.A.C. 19:47-18.11 and if a generic inscription is used pursuant to (b) above, the sign shall also contain the established payout limit.

(d) Each let it ride poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer, in locations approved by the Commission.

(e) If a casino licensee offers the optional bonus wager authorized by N.J.A.C. 19:47-18.6A, the let it ride poker table shall also include the following equipment or devices, which shall be submitted to and approved by the Commission, together with the procedures for their operation and use:

1. A wagering device at each betting position that acknowledges or accepts the placement of the bonus wager;
2. A control device that controls or monitors the placement of bonus wagers at the gaming table, including a mechanism that prevents the

recognition of any bonus wager that a player attempts to place after the dealer has announced "No more bets;" and

3. Any other equipment or device that contributes to the efficient operation or integrity of the game.

As adopted, effective: 10/02/95

As amended, effective: 03/16/98

As amended, effective: 11/16/98

19:46-1.13I Mini-dice table; mini-dice dice shaker; physical characteristics

(a) Mini-dice shall be played on a table having betting positions for six or seven players on one side and a place for the dealer on the opposite side.

(b) The layout for a mini-dice table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee offering the game;

2. A separate designated betting area at each betting position for the placement of the following wagers:

- i. Any 7;
- ii. Over 7;
- iii. Under 7; and
- iv. Individual "place" wagers of 4, 5, 6, 8, 9 and 10;

3. A separate betting area, known as "the field," located directly in front of the dealer for the placement of field wagers of 2, 3, 4, 9, 10, 11 and 12; and

4. The payout odds for all authorized wagers.

(c) Each mini-dice table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer, in locations approved by the Commission.

(d) Mini-dice shall be played with a sealed container, known as a "mini-dice shaker," which shall be used to shake the dice in order to arrive at the winning combinations. The shaker shall be designed and constructed to contain any feature the Commission may require to maintain the integrity of the game, and at a minimum, shall:

1. Have a transparent compartment to secure the two dice required by N.J.A.C. 19:47-13.3, and a separate opaque cover that conceals the dice while the dealer or player is shaking the shaker;
2. Have the capability of being sealed or locked to ensure the integrity of the dice contained therein; and
3. Have the name or trade name of the casino licensee or its identifying logo imprinted or impressed thereon.

Adopted, effective: 10/06/97

As amended, effective: 03/16/98

19:46-1.13J Fast action hold'em table; physical characteristics

(a) Fast action hold'em shall be played at a table having betting positions for the players on one side of the table and a place for the dealer on the opposite side. Such betting positions shall not exceed nine in number depending on the size of the table.

(b) The cloth covering the fast action hold'em table (the layout) shall be approved by the Commission and shall have imprinted thereon, at a minimum, the following:

1. The name or tradename of the casino licensee;
2. A separate designated betting area at each betting position;
3. A separate area located immediately to the right of each betting area designated for the placement of cards to be discarded by a player pursuant to N.J.A.C. 19:47-21.8;
4. Five separate areas aligned in a row in the center of the layout

for placement of the five community cards; and

5. An inscription indicating that a “natural” pays five to one.

(c) Each fast action hold'em table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer, in locations approved by the Commission.

Adopted, effective: 7/20/98

19:46-1.13K Casino war table; physical characteristics

(a) Casino war shall be played at a table having betting positions for no more than seven players on one side of the table and a place for the dealer on the opposite side.

(b) The layout for a casino war table shall be approved by the Commission and shall have imprinted thereon, at a minimum, the following:

1. The name or trade name of the casino licensee;
2. A separate designated betting area at each betting position for the placement of initial and war wagers;
3. A separate designated betting area for the placement of tie wagers; and
4. The payout odds for a tie wager and war wager.

(c) Each casino war table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer, in locations approved by the Commission.

Adopted, effective: 01/19/99

19:46-1.13L Colorado hold 'em poker table; physical characteristics

(a) Colorado hold 'em poker shall be played at a table having betting positions for six or seven players on one side of the table and a place for the dealer on the opposite side.

(b) The cloth covering the colorado hold 'em poker table (the layout) shall be approved by the Commission and shall have imprinted thereon, at a minimum, the following:

1. The name or trade name of the casino licensee;
2. A separate designated betting area at each betting position for ante and bet wagers, and if a casino licensee offers a bonus wager pursuant to N.J.A.C. 19:47-23.6A, a separate designated betting area for the bonus wager;
3. A separate area located immediately to the left of each betting area designated for the placement of the card to be discarded by a player pursuant to N.J.A.C. 19:47-23.10(c) or 23.11(b);
4. Three separate areas aligned in a row in the center of the layout for placement of the three community cards; and
5. The payout odds for all winning authorized wagers, including an "immediate winner" as defined at N.J.A.C. 19:47-23.3(c).

(c) Each colorado hold 'em poker table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer, in locations approved by the Commission.

Adopted, effective: 08/20/01

19:46-1.13M Boston 5 stud poker table; physical characteristics

(a) Boston 5 stud poker shall be played on a table having positions for six players on one side of the table and a place for the dealer on the opposite side.

(b) The layout for a boston 5 stud poker table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee;
2. A separate designated betting area at each betting position for the placement of ante wagers;
3. A separate designated area shall be located immediately to the

right of each ante betting area for the placement of first wagers;

4. A separate designated area shall be located immediately to the right of each first wager betting area for the placement of second wagers;

5. A separate designated area shall be located immediately above each ante betting area for the placement of optional bonus wagers; and

6. Notice of signage, as approved by the Commission, for payout odds for all authorized wagers.

(c) A sign shall be posted at each boston 5 stud poker table that lists the payout odds for all authorized wagers.

(d) Each boston 5 stud poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer, in locations approved by the Commission.

Adopted, effective: 06/16/03

19:46-1.13N Double cross poker table; physical characteristics

(a) Double cross poker shall be played on a table having positions for seven players on one side of the table and a place for the dealer on the opposite side.

(b) The layout for a double cross poker table shall be approved by the Commission and shall contain at a minimum:

1. The name or trade name of the casino licensee;

2. A separate designated betting area at each betting position for the placement of the ante wager;

3. Four separate designated betting areas at each betting position for the placement of raise wagers, with one raise wager area located to the left of the ante betting area, one raise wager area located to the right of the ante betting area, one raise wager area located above the ante betting area and one raise wager area located below the ante betting area, so that the ante betting area and the four raise wager areas, when viewed from above, form the shape

of a cross;

4. A separate designated area at each betting position for the placement of a three-card wager, located to the right of the designated areas for the placement of ante and raise wagers;

5. A separate designated area, located between the table inventory container and the player betting areas on the right hand side of the dealer, for the placement of the five community cards in the same type of cross formation created by the five wager areas described in (b)2 and 3 above;

6. A separate designated area, located between the table inventory container and the player betting areas on the left hand side of the dealer, for the placement of the dealer's two cards; and

7. An inscription identifying the payout odds for all authorized wagers or the sign required in (c) below.

(c) If the payout odds are not inscribed on the layout as provided in (b)7 above, a sign identifying the payout odds for all authorized wagers shall be posted at each double cross poker table.

(d) Each double cross poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer, in locations approved by the Commission.

Adopted, effective: 08/16/04

19:46-1.130 Double attack blackjack table; physical characteristics

(a) Double attack blackjack shall be played on a table having positions for six or seven players on one side of the table and a place for the dealer on the opposite side.

(b) The layout for a double attack blackjack table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee; and
2. Separate designated betting areas at each betting position for

the placement of the initial wager, the double attack wager, and the optional bonus wager.

(c) The following inscriptions shall appear on the double attack blackjack layout:

1. Blackjack pays 1 to 1;
2. Dealer must draw to 16, and stand on all 17's; and
3. Insurance pays 5 to 2.

(d) Payout odds for the optional bonus wager authorized by N.J.A.C. 19:47-26.6 shall be inscribed on the layout or posted on a sign at each double attack blackjack table.

(e) Each double attack blackjack table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer, in locations approved by the Commission.

Adopted, effective: 09/07/04

19:46-1.13P Four card poker table; physical characteristics

(a) Four card poker shall be played on a table having positions for no more than seven players on one side of the table and a place for the dealer on the opposite side.

(b) The layout for a four card poker table shall be approved by the Commission and shall contain at a minimum:

1. The name or trade name of the casino licensee;
2. Separate designated betting areas at each betting position for the placement of the ante wager and the play wager;
3. Separate designated betting areas at each betting position for the placement of the aces up wager; and
4. An inscription identifying the payout odds for all authorized wagers or the sign required in (c) below.

(c) If payout odds are not inscribed on the layout as provided in (b)4

above, a sign identifying the payout odds for all authorized wagers shall be posted at each four card poker table.

(d) Each four card poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer, in locations approved by the Commission.

Adopted, effective: 12/20/04

19:46-1.13Q Texas hold 'em bonus poker table; physical characteristics

(a) Texas hold 'em bonus poker shall be played on a table having positions for six players on one side of the table and a place for the dealer on the opposite side.

(b) The layout for a texas hold 'em bonus poker table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee;
2. A separate designated betting area at each player position for the placement of ante wagers;
3. Three separate designated areas at each player position for the placement of flop, turn and river wagers, which areas shall be located immediately above the ante betting area as viewed by a player;
4. A separate designated area at each player position for the placement of an optional bonus wager, which area shall be located immediately above and to the right of the flop wager betting area as viewed by a player;
5. A separate designated area for the placement of the five community cards, which area shall be located in the center of the table between the table inventory container and the player betting areas;
6. A separate designated area for the placement of the dealer's two cards, which area shall be located between the table inventory container and the designated area for the community cards described in (b)5 above; and
7. An inscription indicating that an ante wager shall receive a

payout if a winning hand has a qualifying rank, as elected by the casino licensee, of straight or higher or flush or higher.

(c) A sign that lists the payout odds for all authorized wagers shall be posted at each texas hold 'em bonus poker table.

(d) Each texas hold 'em bonus poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer, in locations approved by the Commission.

Adopted, effective: 10/17/05

19:46-1.13R Flop poker table; physical characteristics

(a) Flop poker shall be played on a table having positions for nine players on one side of the table and a place for the dealer on the opposite side.

(b) The layout for a flop poker table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee;
2. Three separate designated betting areas at each player position for the placement of ante, pot and flop wagers, with the pot wager area closer to the dealer than the ante and flop wager areas;
3. An arc extending across all player positions with the areas designated for players' pot wagers on the side of the arc closer to the dealer and with the areas designated for players' ante and flop wagers on the side of the arc farther from the dealer;
4. A designated area at each player position for the placement of player cards located between the designated areas for the placement of the ante wager and the flop wager;
5. A designated area at the center of the gaming table for the placement of the three community cards;
6. A designated area at the center of the gaming table for the placement of collected pot wagers, which area shall be located farther from the

dealer than the designated area described in (b)5 above; and

7. Unless the casino licensee complies with (c) below, an inscription listing the payout odds for ante and flop wagers and indicating that the highest ranking hand wins all pot wagers.

(c) If the information required by (b)7 above is not inscribed on the layout, a sign shall be posted at each flop poker table that lists the payout odds for ante and flop wagers and indicating that the highest ranking hand wins all pot wagers.

(d) Each flop poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of, the dealer, in locations approved by the Commission.

Adopted, effective: 07/17/06

19:46-1.13S Two card joker poker table; physical characteristics

(a) Two card joker poker shall be played on a table having positions for no more than seven players on one side of the table and a place for the dealer on the opposite side.

(b) The layout for a two card joker poker table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee;
2. Four separate designated betting areas at each player position for the placement of the ante wager, call wager, pair up wager and super flush bonus wager;
3. An inscription identifying the payout odds for all authorized wagers unless the casino licensee chooses to comply with (c) below; and
4. An inscription indicating that a joker may only be used to complete a pair unless the casino licensee chooses to comply with (d) below.

(c) If the payout odds are not inscribed on the layout as provided in (b)3 above, a sign identifying the payout odds for all authorized wagers shall be posted at each two card joker poker table.

(d) If the layout is not inscribed with the information described in (b)4 above, a sign shall be posted at each two card joker poker table indicating that a joker may only be used to complete a pair.

(e) Each two card joker poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of, the dealer, in locations approved by the Commission.

Adopted, effective: 09/18/06

19:46-1.14 Red dog table; physical characteristics

(a) Red dog shall be played at a table having on one side places for no more than seven players and on the opposite side a place for the dealer.

(b) The layout for a red dog table shall be approved by the Commission, and shall contain, at a minimum:

1. The name or trade name of the casino licensee offering the game;
2. Two separate designated betting areas for each player, clearly marked to distinguish between the original wager and the raise wager in a manner approved by the Commission, and situated so that the betting area for the raise wager is closer to the player than the betting area for the original wager;
3. An area designated for the placement of the first, second and third card; and
4. The payout odds currently being offered in accordance with N.J.A.C. 19:47-6.5.

(c) Each red dog table shall have a drop box and a tip box attached to it with the location of said boxes on the same side of the gaming table but on

opposite sides of the dealer, as approved by the Commission.

Effective: 11/04/91

As amended, effective: 01/19/93

As amended, effective: 03/16/98

19:46-1.15 Dice; physical characteristics

(a) Except as otherwise provided in (b) below, each die used in gaming shall:

1. Be formed in the shape of a perfect cube and of a size no smaller than 0.750 of an inch on each side nor any larger than 0.775 of an inch on each side;
2. Be transparent and made exclusively of cellulose except for the spots, name or trade name of the casino licensee and serial number or letters contained thereon;
3. Have the surface of each of its sides perfectly flat and the spots contained in each side perfectly flush with the area surrounding them;
4. Have all edges and corners perfectly square and forming perfect 90 degree angles;
5. Have the texture and finish of each side exactly identical to the texture and finish of all other sides;
6. Have its weight equally distributed throughout the cube and no side of the cube heavier or lighter than any other side of the cube;
7. Have its six sides bearing white circular spots from one to six respectively with the diameter of each spot equal to the diameter of every other spot on the die;
8. Have spots arranged so that the side containing one spot is directly opposite the side containing six spots, the side containing two spots is directly opposite the side containing five spots and the side containing three spots is directly opposite the side containing four spots; each spot shall be

placed on the die by drilling into the surface of the cube and filling the drilled out portion with a compound which is equal in weight to the weight of the cellulose drilled out and which forms a permanent bond with the cellulose cube, and shall extend into the cube exactly the same distance as every other spot extends into the cube to an accuracy tolerance of .0004 of an inch; and

9. Have imprinted or impressed thereon the name or trade name of the casino licensee in which the die is being used.

(b) Each die used in gaming at pai gow or pai gow poker shall comply with the requirements of (a) above except as follows:

1. Each die shall be formed in the shape of a perfect cube and of a size no smaller than .637 of an inch on each side nor any larger than .643 of an inch on each side;

2. Instead of the name of the casino, a casino licensee may, with the approval of the Commission, have an identifying mark or logo imprinted or impressed on each die; and

3. The spots on each die do not have to be equal in diameter.

(c) Each die used in gaming at mini-dice shall comply with the requirements of (a) or (b) above.

Effective: 06/05/78

As amended, effective: 12/16/91

As amended, effective: 10/19/92

As amended, effective: 01/19/93

As amended, effective: 10/06/97

19:46-1.16 Dice; receipt; storage; inspections and removal from use

(a) When dice for use in the casino or casino simulcasting facility are received from the manufacturer or distributor thereof, they shall, immediately following receipt, be inspected by a member of the casino security department or casino accounting department and a casino supervisor to assure that the seals on each box are intact, unbroken and free from tampering. Boxes that do

not satisfy these criteria shall be inspected at this time to assure that the dice conform to Commission standards and are completely in a condition to assure fair play. Boxes satisfying these criteria, together with boxes having unbroken, intact and untampered seals shall then be placed for storage in a locked cabinet in the cashiers' cage or within a primary or secondary storage area. Dice which are to be distributed to gaming pits or tables for use in gaming shall be distributed from a locked cabinet in the cashiers' cage or from another secure primary storage area, the location and physical characteristics of which shall be approved by the Commission. Secondary storage areas shall be used for the storage of surplus dice. Dice maintained in secondary storage areas shall not be distributed to gaming pits or tables for use in gaming until the dice have been moved to a primary storage area. All secondary storage areas shall be located in secure areas, the location and physical characteristics of which shall be approved by the Commission.

(b) All primary and secondary storage areas, other than the cashiers' cage, shall have two separate locks. The casino security department shall maintain one key and the casino department or cashiers' cage shall maintain the other key; provided, however, that no person employed by the casino department below the table games shift manager in the organization hierarchy shall have access to the casino department key. Dice stored in a cabinet within the cashiers' cage shall be secured by a lock, the key to which shall be maintained by a table games shift manager or casino supervisor thereof.

(c) Immediately prior to the commencement of each gaming day and at such other times as may be necessary, the table games shift manager or casino supervisor thereof, in the presence of a casino security officer, shall remove the appropriate number of dice for that gaming day from a primary storage area.

(d) All envelopes and containers used in this section for dice preinspected at the pit stand or in a primary storage area and for those collected by security shall be transparent.

1. The envelopes or containers and the method used to seal them

shall be designed or constructed so that any tampering shall be evident.

2. The envelopes or containers and seals shall be approved by the Commission.

(e) All dice shall be inspected and distributed to the gaming tables in accordance with one of the following applicable alternatives:

1. Alternative No. 1: Distribution to and inspection at craps, mini-craps, mini-dice or sic bo tables:

i. The table games shift manager or casino supervisor thereof and the casino security officer who removed the dice from the primary storage area shall distribute sufficient dice directly to the pit boss in each pit, or place them in a locked compartment in the pit stand, the keys to which shall be in the possession of the pit boss or a casino supervisor thereof;

ii. Immediately upon opening a table for gaming, the pit boss shall distribute a set of dice to the table. At the time of receipt, a boxperson at each craps table and the floorperson at each sic bo, mini-dice or mini-craps table, in order to ensure that the dice are in a condition to assure fair play and otherwise conform to the Act and the rules of the Commission, shall, in the presence of the dealer, inspect the dice given to him or her with a micrometer or any other approved instrument which performs the same function, a balancing caliper, a steel set square and a magnet, which instruments shall be kept in a compartment at each craps table or pit stand and shall be at all times readily available for use by the Commission or the Division upon request of either;

iii. Following this inspection:

(1) For craps, the boxperson shall, in the presence of the dealer, place the dice in a cup on the table for use in gaming, and while the dice are at the table, they shall never be left unattended;

(2) For mini-craps, the floorperson shall, in the presence of the dealer, place the dice in a cup on the table for use in gaming, and while the dice are at the table, they shall never be left unattended; and

(3) For sic bo and mini-dice, the floorperson shall in the presence of the dealer place the required number of dice into the shaker and seal or lock the shaker. For sic bo, the floorperson shall then secure the sic bo shaker to the table in the presence of the dealer who observed the inspection. For mini-dice, the floorperson shall then give the sealed mini-dice shaker to the dealer, who shall be primarily responsible for the security of the shaker at all times while the shaker is available for use at the table; and

iv. The pit boss shall place extra dice for dice reserve in the pit stand. Dice in the pit stand shall be placed in a locked compartment, keys to which shall be in the possession of the pit boss or a casino supervisor thereof. No dice taken from this reserve shall be used for actual gaming until and unless inspected in accordance with subsection (e)1ii hereof.

2. Alternative No. 2: Distribution to and inspection at the pit stand:

i. The table games shift manager or casino supervisor thereof and the casino security officer who removed the dice from the primary storage area shall distribute the dice directly to the casino supervisor identified in (e)2ii below who will perform the inspection in each pit.

ii. The inspection of the dice at the pit stand shall be performed by:

(1) For craps and mini-craps, a boxperson or floorperson in the presence of another boxperson or floorperson, both of whom are assigned the responsibility of supervising the operation and conduct of a craps game; and

(2) For sic bo, mini-dice, pai gow or pai gow poker, a floorperson, in the presence of another floorperson, both of whom are assigned the responsibility of supervising the operation and conduct of such games.

iii. To ensure that the dice are in a condition to assure fair play and otherwise conform to the Act and the rules of the Commission, the dice shall be inspected with a micrometer or any other approved instrument

which performs the same function, a balancing caliper, a steel set square and a magnet, which instruments shall be kept at the pit stand and shall be at all times readily available for use by the Commission or the Division upon request of either. The inspection shall be performed on a flat surface which allows the dice inspection to be observed through closed circuit television cameras and by any persons in the immediate vicinity of the pit stand.

iv. After completion of the inspection, the dice shall be distributed as follows:

(1) For craps and mini-craps, the boxperson or floorperson who inspected the dice shall, in the presence of the other boxperson or floorperson who observed the inspection, distribute such dice to the boxperson assigned at each craps table or to the floorperson assigned at each mini-craps table. The craps boxperson or the mini-craps floorperson shall, in the presence of the dealer, place the dice in a cup on the table for use in gaming, and while the dice are at the table they shall never be left unattended;

(2) For sic bo and mini-dice, the floorperson who inspected the dice shall, in the presence of the other floorperson who observed the inspection, place the required number of dice into the shaker and seal or lock the shaker. For sic bo, the floorperson shall then secure the sic bo shaker to the table in the presence of the other floorperson who observed the inspection. For mini-dice, the floorperson shall then give the sealed mini-dice shaker to the dealer, who shall be primarily responsible for the security of the shaker at all times while the shaker is available for use at the table; and

(3) For pai gow or pai gow poker, the floorperson who inspected the dice shall, in the presence of the other floorperson who observed the inspection, distribute such dice directly to the dealer at each pai gow or pai gow poker table. The dealer shall immediately place the dice in the pai gow or pai gow poker shaker.

v. The pit boss shall place extra sets of dice for dice reserve in the pit stand, as follows:

(1) Dice in the pit stand shall be placed in a locked compartment, keys to which shall be in the possession of the pit boss or a casino supervisor thereof.

(2) Except as otherwise provided in (e)2vi and vii below, all dice taken from the reserve shall be reinspected by a casino supervisor in the presence of another casino supervisor in accordance with the inspection procedures set forth in (e)2ii and iii above, prior to their use for actual gaming.

vi. Notwithstanding (e)2v(2) above, previously inspected reserve dice may be used for gaming without being reinspected if they are maintained in a locked compartment in the pit stand under dual key control as approved by the Commission, the keys for which shall be in the possession of the pit boss or casino supervisor thereof.

vii. Notwithstanding (e)2v(2) above and as an additional alternative to (e)2vi above, previously inspected reserve dice may be used for gaming without being reinspected if they are maintained in a locked compartment in the pit stand in accordance with the following procedures.

(1) For craps and mini-craps, a set of at least five dice, after being inspected, shall be placed in a sealed envelope or container. A label that identifies the date of inspection and contains the signatures of those responsible for the inspection shall be attached to each envelope or container.

(2) For sic bo and mini-dice, the required number of dice, after being inspected, shall be placed in a sealed envelope or container or sealed or locked in a sic bo or mini-dice shaker. A label or seal that identifies the date of inspection and contains the signatures of those responsible for the inspection shall, respectively, be attached to each envelope or container or placed over the area that allows access to open the sic bo or mini-dice shaker.

(3) For pai gow and pai gow poker, a set of three dice, after being inspected, shall be placed in a sealed envelope or container. A label that identifies the date of inspection and contains the signatures of those responsible for the inspection shall be attached to each envelope or container.

3. Alternative No. 3: Inspection in primary storage area and distribution to tables:

i. Inspection of dice for all table games in an approved primary storage areas shall be performed by a casino supervisor and a table games shift manager, in the presence of a casino security officer.

ii. The dice shall be inspected with a micrometer or any other approved instrument which performs the same function, a balancing caliper, a steel set square and a magnet to ensure that the dice are in a condition to assure fair play and otherwise conform to the Act and the rules of the Commission. These instruments shall be maintained in the storage area and shall be at all times readily available for use by the Commission or the Division upon request of either.

iii. After completion of the inspection, the person performing the inspection shall seal the dice as follows:

(1) For craps and mini-craps, after each set of at least five dice are inspected they shall be placed in a sealed envelope or container; provided, however, that reserve dice may be placed in individual sealed envelopes or containers. A label that identifies the date of the inspection and contains the signatures of those responsible for the inspection shall be attached to each envelope or container;

(2) For sic bo and mini-dice, after each set of dice are inspected, they shall be sealed or locked in a manual shaker. A seal that identifies the date of the inspection and contains the signatures of those responsible for the inspection shall then be placed over the area that allows access to open the shaker; and

(3) For pai gow or pai gow poker, after each set of three dice are inspected, they shall be placed in a sealed envelope or container. A label that identifies the date of the inspection and contains the signatures of those responsible for the inspection shall be attached to each envelope or container.

iv. At the beginning of each gaming day and at such other

times as may be necessary, a table games shift manager or casino supervisor thereof and a casino security officer shall distribute the dice as follows:

(1) For craps and mini-craps, the sealed envelopes or containers of dice shall be distributed to a pit boss in each craps or mini-craps pit or placed in a locked compartment in the pit stand by the pit boss. When the sealed dice are distributed to the craps or mini-craps table, a boxperson at each craps table or a floorperson at each mini-craps table, after assuring the seals are intact and free from tampering, shall open the sealed envelope or container, in the presence of the dealer, and place the dice in a cup on the table for use in gaming. While dice are on the table, they shall never be left unattended.

(2) For sic bo and mini-dice, the sealed manual shakers shall be distributed to the pit boss supervising the game. For sic bo, the pit boss shall then secure the manual sic bo shaker to the table in a manner approved by the Commission. For mini-dice, the pit boss shall give the sealed mini-dice shaker to the dealer who shall be primarily responsible for the security of the shaker at all times while the shaker is available for use at the table.

(3) For pai gow or pai gow poker, the sealed envelope or container shall be distributed to a pit boss in each pai gow or pai gow poker pit or placed in a locked compartment in the pit stand. When the sealed dice are distributed to the pai gow or pai gow poker table by the pit boss, a floorperson, after assuring the seal and envelopes or containers are intact and free from tampering, shall open the sealed envelope or container, in the presence of the dealer, and place the dice in the pai gow or pai gow poker shaker.

v. When the envelope or container or the seal is damaged, broken or shows indication of tampering, the dice shall not be used for gaming activity unless the dice are reinspected as follows:

(1) For craps, mini-craps, mini-dice and sic bo, in accordance with the procedures in subsection (e)1 or (e)2 above; and

(2) For pai gow or pai gow poker, in accordance with the procedures in subsection (e)2 above.

vi. The pit boss shall place extra dice for dice reserve in the pit stand. Dice in the pit stand shall be placed in a locked compartment, keys to which shall be in the possession of the pit boss or casino supervisor thereof.

vii. A micrometer or any other approved instrument which performs the same function, a balancing caliper, a steel set square and a magnet shall also be maintained in a locked compartment in each pit stand, and each such instrument shall be at all times readily available for use by the Commission or the Division upon request of either.

viii. Any primary storage area in which dice are inspected in accordance with this alternative, shall be equipped with closed circuit television camera coverage capable of observing the entire inspection procedure.

(f) The casino licensee shall remove any dice at any time of the gaming day if there is any indication of tampering, flaws or other defects that might affect the integrity or fairness of the game, or at the request of the Commission or Division.

(g) At the end of each gaming day or at such other times as may be necessary, the casino supervisor identified in (g)1 below shall visually inspect each die for evidence of tampering. Such evidence discovered at this time or at any other time shall be immediately reported to the Commission and Division by the completion and delivery of an approved three-part Dice Discrepancy Report.

1. The inspection required by this subsection shall be performed by a casino supervisor other than the one who originally inspected the dice.

2. Any dice showing evidence of tampering shall be placed in a sealed envelope or container.

i. A label shall be attached to each envelope or container which shall identify the table number, date and time and shall be signed by a

person assigned to directly operate and conduct the game at that table and a casino supervisor assigned the responsibility for supervising the operation and conduct of such game.

ii. A casino supervisor or casino security officer responsible for delivering the dice to the Commission shall also sign the label.

iii. The Commission Inspector receiving the dice shall sign the original, duplicate and triplicate copy of the Dice Discrepancy Report and retain the original at the Commission Booth. The duplicate copy shall be delivered to the Division office located within the casino hotel facility and the triplicate copy shall be returned to the pit and maintained in a secure place within the pit until collection by a casino security officer.

3. All other dice shall be put into envelopes or containers at this time.

i. A label shall be attached to each envelope or container which shall identify the table number, date and time and shall be signed by the appropriate persons identified in (g)2i above.

ii. The envelope or container shall be appropriately sealed and maintained within the pit until collection by a casino security officer.

(h) All extra dice in dice reserve that are to be destroyed or cancelled shall be placed in a sealed envelope or container, with a label attached to each envelope or container which identifies the date and time and is signed by the pit boss.

(i) At the end of each gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the casino licensee and approved by the Commission, and at such other times as may be necessary, a casino security officer shall collect and sign all envelopes or containers of used dice and any dice in dice reserve that are to be destroyed or cancelled and shall transport them to the casino security department for cancellation or destruction. The casino security officer shall also collect all triplicate copies of Dice Discrepancy Reports, if any. No dice that have been

placed in a cup for use in gaming shall remain on a table for more than 24 hours.

(j) At the end of each gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the casino licensee and approved by the Commission, and at such other times as may be necessary, a table games shift manager or casino supervisor thereof may collect all extra dice in dice reserve.

1. If collected, dice shall be returned to the primary storage area; provided, however, that any dice which have not been inspected and sealed pursuant to the requirements in (e)3 (Alternative No. 3) above shall, prior to use for actual gaming, be inspected as follows:

i. For craps, mini-craps, mini-dice or sic bo, in accordance with the requirements in (e)1 or (e)2 above; or

ii. For pai gow or pai gow poker, in accordance with the requirements in (e)2 above.

2. If not collected, all dice in dice reserve must be reinspected in accordance with one of the alternatives listed in (e) above, prior to their use for gaming, except for those dice maintained in a locked compartment pursuant to (e)2v(2) or (e)3vi above.

(k) The casino licensee shall submit to the Commission for approval procedures for:

1. A dice inventory system which shall include, at a minimum, the recordation of the following:

- i. The balance of dice on hand;
- ii. The dice removed from storage;
- iii. The dice returned to storage or received from the manufacturer;
- iv. The date of the transaction; and
- v. The signatures of the individuals involved.

2. A reconciliation on a daily basis of the dice distributed, the dice

destroyed and cancelled, the dice returned to the primary storage area and, if any, the dice in dice reserve; and

3. A physical inventory of the dice at least once every three months.

i. This inventory shall be performed by an individual with no incompatible functions and shall be verified to the balance of dice on hand required in (k)1i above.

ii. Any discrepancies shall immediately be reported to the Commission and Division.

(l) All destruction and cancellation of dice, other than those retained for Commission or Division inspection, shall be completed within 72 hours of collection.

1. Cancellation shall occur by drilling a circular hole of at least one fourth inch in diameter through the center of each die.

2. Destruction shall occur by shredding.

3. The destruction and cancellation of dice shall take place in a secure place, the location and physical characteristics of which shall be approved by the Commission.

As amended, effective: 11/21/83

As amended, effective: 08/17/87

As amended, effective: 03/02/92

As amended, effective: 10/19/92

As amended, effective: 01/19/93

As amended, effective: 02/16/93

As amended, effective: 06/06/94

As amended, effective: 04/15/96

As amended, effective: 07/15/96

As amended, effective: 08/05/96

As amended, effective: 03/17/97

As amended, effective: 10/06/97

As amended, effective: 01/05/98

As amended, effective: 12/07/98

As amended, effective: 07/18/05

As amended, effective: 02/21/06

19:46-1.16A Sic bo shaker and mini-dice shaker; security procedures

(a) Manual sic bo shakers and mini-dice shakers which have been filled with dice in accordance with N.J.A.C. 19:46-1.16(e)3iii may only be stored in a locked compartment in the primary storage area. Manual sic bo shakers and mini-dice shakers which have not been filled with dice may be stored in a locked compartment in the pit stand. An automated dice shaker which has been filled with dice must be secured to the sic bo table at all times. An automated dice shaker which has not been filled with dice may be stored in a locked compartment in the pit stand.

(b) At the end of each gaming day a pit boss shall inspect all sic bo shakers and mini-dice shakers that have been placed in use for gaming for evidence of tampering. Such evidence discovered at this time shall be immediately reported to the Commission and the Division. At a minimum, such reports shall include:

1. The date and time when the tampering was discovered;
2. The table number where the sic bo shaker or mini-dice shaker was used; and
3. The name and license number of the individual discovering the tampering.

Effective: 12/16/91

As amended, effective: 10/06/97

As amended, effective: 07/18/05

19:46-1.17 Cards; physical characteristics

(a) Cards used to play blackjack, spanish 21, double attack blackjack, baccarat, minibaccarat, pai gow poker, pokette, red dog, casino war, poker, caribbean stud poker, let it ride poker, three card poker, fast action hold'em, colorado hold 'em poker, boston 5 stud poker, double cross poker, four card

poker, texas hold 'em bonus poker, flop poker, two card joker poker and double down stud shall be in decks of 52 cards with each with card identical in size and shape to every other card in such deck. Notwithstanding the foregoing, decks of cards used to play the following games shall be modified as follows:

1. A pai gow poker deck shall include one additional joker card, which shall be identical in size and shape to every other card in such deck;
2. A spanish 21 and double attack blackjack deck shall consist of 48 cards, created by the removal of the 10 of each of the four suits in the deck; and
3. A two card joker poker deck shall include two additional joker cards, each of which shall be identical in size and shape to every other card in such deck.

(b) Each deck shall be composed of four suits: diamonds, spades, clubs and hearts.

(c) Each suit shall be composed of 13 cards: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2. The face of the ace, king, queen, jack and 10 value cards may contain an additional marking, as approved by the Commission, which will permit a dealer, prior to exposing his or her hole card at the game of blackjack, to determine the value of that hole card.

(d) The backs of each card in the deck shall be identical and no card shall contain any marking, symbol or design that will enable a person to know the identity of any element printed on the face of the card or that will in any way differentiate the back of that card from any other card in the deck.

(e) The backs of all cards in the deck shall be designed so as to diminish as far as possible the ability of any person to place concealed markings thereon.

(f) The design to be placed on the backs of cards used by casino licensees shall contain the name or trade name of the casino licensee and shall be submitted to the Commission for approval prior to use of such cards in gaming activity.

(g) Each deck of cards shall be packaged separately and shall contain a seal affixed to the opening of such package. Notwithstanding this requirement, cards used at poker may be packaged and sealed in sets containing two decks of cards in accordance with the provisions of N.J.A.C. 19:47-14.2.

(h) Nothing in this section shall prohibit a manufacturer from manufacturing decks of cards with one or more jokers contained therein; provided, however, such jokers shall not be used by the casino licensee in the play of any game other than pai gow poker in accordance with the provisions of N.J.A.C. 19:47-11.

(i) In addition to satisfying the requirements of this section, the cards used by a casino licensee at poker must:

1. Be visually distinguishable from the cards used by that casino licensee to play any other table game; and
2. Be made of plastic.

(j) Each casino licensee which elects to offer the game of poker shall be required to have and use on a daily basis at least six visually distinguishable card backings for the cards to be used at the game of poker. These card backings may be distinguished, without limitation, by different logos, different colors or different design patterns.

As amended, effective: 11/04/91
As amended, effective: 10/19/92
As amended, effective: 11/16/92
As amended, effective: 01/19/93
As amended, effective: 03/21/94
As amended, effective: 12/05/94
As amended, effective: 10/02/95
As amended, effective: 08/07/95
As amended, effective: 03/17/97
As amended, effective: 07/20/98
As amended, effective: 01/19/99
As amended, effective: 01/03/00
As amended, effective: 08/20/01
As amended, effective: 06/16/03
As amended, effective: 08/16/04
As amended, effective: 09/07/04

As amended, effective: 12/20/04
As amended, effective: 10/17/05
As amended, effective: 07/17/06
As amended, effective: 09/18/06

19:46-1.18 Cards; receipt, storage, inspections and removal from use

(a) When decks of cards are received for use in the casino or casino simulcasting facility from the manufacturer or distributor thereof, they shall be placed for storage in a locked cabinet in the cashiers' cage or within a primary or secondary storage area by at least two individuals, one of whom shall be from the casino department and the other from the casino security department or casino accounting department. The cabinet or primary storage area shall be located in the cashiers' cage or in another secure place, the location and physical characteristics of which shall be approved by the Commission. Secondary storage areas shall be used for the storage of surplus cards. Cards maintained in secondary storage areas shall not be distributed to gaming pits or tables for use in gaming until the cards have been moved to a primary storage area. All secondary storage areas shall be located in secure areas, the location and physical characteristics of which shall be approved by the Commission. Nothing herein shall preclude a casino licensee from having a separate storage area for the cards to be used at the game of poker; provided, however, the location and physical characteristics of the separate storage area shall be approved by the Commission.

(b) All primary, secondary and poker storage areas, other than the cashiers' cage, shall have two separate locks. The casino security department shall maintain one key and the casino department or cashiers' cage shall maintain the other key; provided, however, that no person employed by the casino department below the table games shift manager in the organizational hierarchy shall have access to the casino department key for the primary and

secondary storage areas and no person below the poker shift supervisor in the organizational hierarchy shall have access to the casino department key to the poker storage area. Cards stored in a cabinet within the cashiers' cage shall be secured by a lock, the key to which shall be maintained by a table games shift manager or casino supervisor thereof.

(c) Immediately prior to the commencement of each gaming day and at such other times as may be necessary, a representative of the table games department, in the presence of a casino security officer, shall remove the appropriate number of decks of cards for that gaming day from a primary storage area. The representative of the table games department shall be the table games shift manager or a casino supervisor thereof, or an employee of the table games department who reports directly to the shift manager, is required to be licensed as a casino key employee and has no direct supervisory responsibilities over the operation and conduct of the table games in a pit during that gaming day. The table games shift manager or casino supervisor thereof or the designated casino key employee and the casino security officer who removed the decks shall distribute sufficient decks to the pit boss and, if applicable, to the poker shift supervisor. The number of decks distributed shall include extra decks that shall be placed in the pit stand for card reserve. Cards in the pit stand shall be placed in a locked compartment, the keys to which shall be in the possession of the pit boss or casino supervisor thereof or the poker shift supervisor or supervisor thereof.

1. If the decks are to be inspected at open gaming tables pursuant to (e)1 below, the pit boss shall distribute the decks to the dealer at each table or the poker shift supervisor shall transport the decks to the poker pit stand for subsequent distribution to the dealer at each poker table either directly or through the floorperson assigned to supervise the dealer. The distribution of the decks to the poker tables shall comply with the provisions of N.J.A.C.

19:47-14.2.

i. Prior to distributing decks to each poker table, the poker shift supervisor or floorperson shall examine each deck to determine if any replacement cards are necessary pursuant to (n) below. If needed, the poker shift supervisor or floorperson shall place the appropriate replacement cards into the deck from the cards held in reserve at the pit stand. Upon insertion of the replacement cards into the deck, the poker shift supervisor or floorperson shall re-examine the front of each card and the back of each card to ensure a consistent shading pattern and to ensure that the condition of the deck with the inclusion of the replacement cards has sufficient quality in order to maintain the integrity of gaming at poker.

ii. If the integrity of gaming at poker would in any way be compromised by the use of the deck with the replacement cards, the entire deck of cards shall be placed in a sealed envelope or container, identified with the date and time and shall be signed by the poker shift supervisor. The poker shift supervisor shall maintain the envelope or container in a secure place within the pit stand until collection by a casino security officer.

2. If the decks are to be pre-inspected and pre-shuffled at a closed gaming table pursuant to (e)2 and (r) below, the pit boss or poker shift supervisor shall deliver the decks to the dealer, floorperson or pit boss at the closed gaming table where the pre-inspection and pre-shuffling shall be performed.

3. If the decks have already been pre-inspected, pre-shuffled, sealed in containers and placed in the card storage area pursuant to (r)8ii below, the table games shift supervisor or supervisor thereof or the designated casino key employee and a casino security representative shall transport the number of sealed containers of cards needed for that gaming day to the gaming pits where the cards will be utilized and either lock the containers in the pit stand or place the containers in an alternative locked cabinet in accordance with (r)8i below. A record of the removal of the sealed containers of cards from the card storage area and their distribution to the gaming pits shall be

maintained by the casino security department in a manner approved by the Commission.

(d) Notwithstanding (c) above, if the cards to be used at poker for that gaming day shall be removed from the poker storage area, the poker shift supervisor or supervisor thereof and a casino security officer shall, prior to the commencement of each gaming day and at such other times as may be necessary, remove the appropriate number of decks from the poker storage area and distribute the decks in accordance with the provisions of (c)1, 2 or 3 above. The number of decks distributed shall include extra decks that shall be placed in the pit stand for card reserve. Cards in the pit stand shall be placed in a locked compartment, the keys to which shall be in the possession of the poker shift supervisor or supervisor thereof.

(e) With the exception of cards used to game at pokette, which are governed by the requirements of N.J.A.C. 19:47-12.3, each deck of cards shall be inspected by a dealer and the inspection verified by a floorperson or pit boss in accordance with the provisions of (e)1 or 2 below prior to the use of the cards on a gaming table. The purpose of the inspection is to assure that the cards specified in N.J.A.C. 19:46-1.17 are actually contained in the deck and that the back of each card is not flawed, scratched or marked in any way that might compromise the integrity or fairness of the game.

1. Card inspection at an open gaming table shall require each deck of cards to be sorted into sequence and into suit and a visual inspection of the back of each card. If, after inspecting the cards, the dealer finds that a card is unsuitable for use or an extra card is found, the following procedures shall be observed:

i. If a card is unsuitable for use:

(1) A poker shift supervisor or casino supervisor shall bring a substitute card from the card reserve in the pit stand;

(2) The unsuitable card shall be placed in a sealed envelope or container, identified by table number, date, and time and shall be signed by the dealer and floorperson assigned to that table; and

(3) The poker shift supervisor or casino supervisor shall maintain the envelope or container in a secure place within the pit until collection by a casino security officer; or

ii. If an extra card is found:

(1) The poker shift supervisor or casino supervisor shall place the extra card in a sealed envelope or container, identified by table number, date and time and signed by the dealer and floorperson assigned to that table; and

(2) The poker shift supervisor or casino supervisor shall maintain the envelope or container in a secure place within the pit until collection by a casino security officer.

2. Card inspection at a closed gaming table as part of the pre-inspection and pre-shuffling procedure authorized pursuant to (r) below shall comply with the requirements of that subsection.

(f) All envelopes and containers used to hold or transport cards collected by security shall be transparent.

1. The envelopes or containers and the method used to seal them shall be designed or constructed so that any tampering shall be evident.

2. The envelopes or containers and seals shall be approved by the Commission.

(g) Any cards which have been opened and placed on a gaming table shall be changed at least every 24 hours. In addition:

1. Except as otherwise provided in (g)5 below for baccarat and in N.J.A.C. 19:46-1.12(c) for minibaccarat, cards opened for use on a baccarat, minibaccarat or fast action hold'em table shall be changed at least once during the gaming day;

2. Cards opened for use on a pai gow poker, caribbean stud poker, let it ride poker, colorado hold 'em poker, boston 5 stud poker, double cross poker, four card poker, texas hold 'em bonus poker or three card poker table and dealt from a dealing shoe and cards opened for use on a double down stud table and dealt from the hand shall be changed at least every eight hours;

3. Cards opened for use on a pai gow poker, caribbean stud poker, let it ride poker, colorado hold 'em poker, boston 5 stud poker, double cross poker, four card poker, texas hold 'em bonus poker, flop poker, two card joker poker or three card poker table and dealt from the dealer's hand shall be changed at least every four hours;

4. Cards opened for use on a blackjack table offering the 6 to 5 blackjack variation shall be changed at least every four hours;

5. Cards opened for use on a baccarat table using the alternative dealing procedure set forth at N.J.A.C. 19:47-3.7(d) shall be changed after each shoe; and

6. Cards opened for use on a poker table shall be changed at least every six hours.

(h) Cards damaged during course of play shall be replaced by the dealer who shall request a floorperson or supervisor thereof for the game of poker or casino supervisor for all other games to bring cards in substitution from the pit stand.

1. The damaged cards shall be placed in a sealed envelope, identified by table number, date and time and shall be signed by the dealer and the individual who brought the replacement card to the table.

2. The poker shift supervisor or casino supervisor shall maintain the envelopes or containers in a secure place within the pit until collection by a casino security officer.

(i) At the end of each gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the casino licensee and approved by the Commission, and at such other times as may be

necessary, the floorperson or supervisor thereof for the game of poker or casino supervisor for all other games shall collect all used cards.

1. These cards shall be placed in a sealed envelope or container. A label shall be attached to each envelope or container which shall identify the table number, date and time and shall be signed by the dealer and floorperson assigned to the table.

2. The poker shift supervisor or casino supervisor shall maintain the envelopes or containers in a secure place within the pit until collection by a casino security officer.

(j) The casino licensee shall remove any cards at any time during the day if there is any indication of tampering, flaws, scratches, marks or other defects that might affect the integrity or fairness of the game, or at the request of the Commission or Division.

(k) Except for decks that have been pre-shuffled and pre-inspected pursuant to (r) below, all extra decks in card reserve with broken seals shall be placed in a sealed envelope or container, with a label attached to each envelope or container which identifies the date and time and is signed by the floorperson or supervisor thereof for poker and the pit boss for all other games.

(l) At the end of each gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the casino licensee and approved by the Commission, and at such other times as may be necessary, a casino security officer shall collect and sign all envelopes or containers with damaged cards, cards used during the gaming day, and all extra decks in card reserve with broken seals, except those that have been pre-shuffled and pre-inspected pursuant to (r) below, and shall return the envelopes or containers to the casino security department.

(m) At the end of each gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the casino licensee and approved by the Commission, and at such other times as may be necessary, a table games shift manager or casino supervisor thereof may collect

all extra decks in card reserve. If the casino maintains a separate storage area for poker cards, a poker shift supervisor or supervisor thereof may collect all extra decks in card reserve for the game of poker. If collected, all sealed decks shall either be cancelled or destroyed or returned to the storage area.

(n) When the envelopes or containers of used cards and reserve cards with broken seals are returned to the casino security department, they shall be inspected for tampering, marks, alterations, missing or additional cards or anything that might indicate unfair play.

1. For cards used in blackjack, spanish 21, double attack blackjack, double cross poker, red dog, casino war, fast action hold 'em or minibaccarat using the dealing procedures in N.J.A.C. 19:47-7.7(c)1 or (c)2, the casino licensee shall cause to be inspected either:

- i. All decks used during the day; or
- ii. A sample of decks selected at random or in accordance with an approved stratification plan, provided that the procedures for selecting the sample size and for assuring a proper selection of the sample are submitted to and approved by the Commission. This sample shall be collected, stored and inspected separately from the sample required by (n)2ii below, and shall not be commingled with any cards from that sample.

2. For cards used in baccarat, or cards used in minibaccarat using the dealing procedures in N.J.A.C. 19:47-7.7(c)3, the casino licensee shall cause to be inspected all decks used during the day.

3. The casino licensee shall also inspect:

- i. Any cards which the Commission or Division requests the casino licensee to remove for the purpose of inspection;
- ii. Any cards the casino licensee removed for indication of tampering;
- iii. All cards used for pai gow poker, caribbean stud poker, let it ride poker, colorado hold 'em poker, boston 5 stud poker, double cross

poker, four card poker, texas hold 'em bonus poker, flop poker, two card joker poker or three card poker;

- iv. All cards used for pokette, which must be inspected by sorting the cards sequentially by suit; and

- v. All cards used for poker.

4. The procedures for inspecting all decks required to be inspected under this subsection, with the exception of pokette cards, shall, at a minimum, include:

- i. The sorting of cards sequentially by suit or utilizing a machine approved by the Commission capable of reading the cards to determine whether any deck contains missing or additional cards;

- ii. The inspection of the backs with an ultra- violet light;

- iii. The inspection of the sides of the cards for crimps, bends, cuts and shaving; and

- iv. The inspection of the front and back of all plastic cards for consistent shading and coloring.

5. If, during the inspection procedures required in (n)3 above, one or more plastic cards in a deck are determined to be unsuitable for continued use, those cards shall be placed in a sealed envelope or container and a three-part Card Discrepancy Report shall be completed in accordance with n(9) below.

6. Upon completion of the inspection procedures required in (n)3 above, each deck of plastic cards which is determined suitable for continued use shall be placed in sequential order, repackaged and returned to the primary or poker storage area for subsequent use. If a deck has any missing cards pursuant to n(4) above, the individual who repackages the cards shall indicate the need for the appropriate replacement card(s) in a manner approved by the Commission.

7. The casino licensee shall develop internal control procedures for returning the repackaged cards to the storage area.

8. The individuals performing said inspection shall complete a work order form which shall detail the procedures performed and list the tables from which the cards were removed and the results of the inspection. The individual shall sign the form upon completion of the inspection procedures;

9. The casino licensee shall submit the training procedures for those employees performing the inspection, which shall be approved by the Commission;

10. Evidence of tampering, marks, alterations, missing or additional cards or anything that might indicate unfair play discovered at this time, or at any other time, shall be immediately reported to the Commission and Division by the completion and delivery of a three-part Card Discrepancy Report.

i. The report shall accompany the cards when delivered to the Commission.

ii. The cards shall be retained for further inspection by the Commission.

iii. The Commission inspector receiving the cards shall sign the original, duplicate and triplicate copy of the Card Discrepancy Report and retain the original at the Commission Booth. The duplicate copy shall be delivered to the Division office located within the casino hotel facility. The triplicate copy shall be retained by the casino licensee.

11. Notwithstanding any provision in this subsection to the contrary, for cards used in any authorized game or variation thereof which permits a player to touch them, the casino licensee shall cause to be inspected all decks used during the day.

(o) The casino licensee shall submit to the Commission for approval, procedures for:

1. A card inventory system which shall include, at a minimum, the recordation of the following:

i. The balance of cards on hand;

ii. The cards removed from storage;

iii. The cards returned to storage or received from the manufacturer;

iv. The date of the transaction; and

v. The signatures of the individuals involved.

2. A reconciliation on a daily basis of the cards distributed, the cards destroyed and cancelled, the cards returned to the storage area and, if any, the cards in card reserve; and

3. A physical inventory of the cards at least once every three months.

i. This inventory shall be performed by an individual with no incompatible functions and shall be verified to the balance of cards on hand required in (o)1i. above.

ii. Any discrepancies shall immediately be reported to the Commission and Division.

(p) Where cards in an envelope or container are inspected and found to be without any indication of tampering, marks, alterations, missing or additional cards or anything that might indicate unfair play, those cards with the exception of plastic cards used at poker which are of sufficient quality for reuse, shall within 72 hours of collection be destroyed or cancelled. Once released by the Commission and Division, the cards submitted as evidence shall immediately be destroyed or cancelled.

1. Destruction of cards shall be by shredding.

2. Cancellation of cards shall be by drilling a circular hole of at least one fourth of an inch in diameter through the center of each card in the deck.

3. The destruction and cancellation of cards shall take place in a secure place, the location and physical characteristics of which shall be approved by the Commission.

(q) If a deck of plastic cards has been reused twelve or more times and the deck has been determined to be suitable for reuse by the individual

performing the inspection procedures required by (n)3 above, before that deck may be reused at a poker table, the deck must be inspected by a poker shift supervisor or floorperson. A satisfactory inspection shall be documented by the poker shift supervisor or floorperson. If the poker shift supervisor or floorperson determines that the deck may not be reused, the deck shall be placed in a sealed envelope or container, with a label attached which identifies the date and time and shall be signed by the poker shift supervisor or floorperson. At the end of the gaming day or at such other times as may be necessary, said envelope or container shall be collected by a casino security officer and be returned to the casino security department for destruction or cancellation pursuant to (p) above.

(r) If a casino licensee elects to pre-inspect and pre-shuffle cards at a closed gaming table prior to the delivery of the cards to an open gaming table, the procedures set forth in this subsection shall be performed by a dealer and verified by a floorperson or pit boss with no concurrent supervisory responsibility for open gaming tables. A schedule of the proposed time and location for the pre-inspection and pre-shuffling shall be provided to the principal inspector at least 24 hours prior to commencement of the process. The procedures required by (r)1 through 7 below shall be recorded by the surveillance department and each such recording shall be retained by the casino licensee for no less than seven days.

1. Upon receipt of the decks of cards pursuant to (c)2 above, the dealer shall perform the procedures in (r)2 through 7 below independently for each batch of cards that will be sealed in a container pursuant to (r)7 below, with the number of decks of cards in each batch being equal to the number of decks of cards required for the table game in which they are intended to be used.

2. The dealer shall visually inspect the back of each card to assure that it is not flawed, scratched or marked in any way that might compromise the integrity or fairness of the game.

3. The dealer shall then shuffle the cards in a manner permitted by the applicable rules governing the table game at which the cards will be utilized.

4. To ensure that there are no missing or extra cards, the dealer shall inspect the cards utilizing a machine approved by the Commission.

i. The machine shall issue a receipt that shall be attached to the original Pre-inspected/Pre-shuffled Form required by (r)7 below and shall, at a minimum, include:

(1) The manufacturer, model and serial number of the card inspection machine;

(2) The name or identification number of the dealer who operates the machine;

(3) The number of the closed gaming table at which the inspection is performed;

(4) The date and time of the inspection;

(5) The manufacturer and type of cards, the number of decks, and the table game for which the cards are inspected;

(6) The result of the inspection and, if failed, the identification of any missing or extra card(s); and

(7) The number of the seal to be used on the clear container in which the cards will be placed pursuant to (r)7 below.

5. If, after inspecting the cards, a card is determined to be unsuitable for use or an extra card is found, the following procedures shall be observed:

i. If a card is unsuitable for use:

(1) The unsuitable card shall be placed in a sealed envelope or container which shall be identified by table number, date, and time and signed by the dealer and floorperson or pit boss performing the pre-inspection and pre-shuffle;

(2) The sealed envelope or container containing the unsuitable card shall be maintained by the floorperson or pit boss until collection by a casino security officer at the conclusion of the pre-inspection and pre-shuffling procedure; and

(3) The floorperson or pit boss verifying the inspection shall provide a substitute card from the pre-inspected cards being maintained for card reserve; or

ii. If an extra card is found:

(1) The floorperson or pit boss verifying the inspection shall place the extra card in a sealed transparent bag identified on a label by pit number, table number, date, and time and signed by the dealer and floorperson or pit boss performing the pre-inspection and pre-shuffle; and

(2) The sealed transparent bag shall be maintained by the floorperson or pit boss until collection by a casino security officer at the conclusion of the pre-inspection and pre-shuffling procedure.

6. Upon completion of the pre-inspection and pre-shuffling process of the cards in the batch, the dealer and supervisor shall complete items (r)6i through v below on a two-part Pre-shuffled/Pre-inspected Form or such other documentation as approved by the Commission, which documentation shall, at a minimum, include:

- i. The time and date the Form was prepared;
- ii. The number of decks in the batch;
- iii. The table games at which the cards will be utilized;
- iv. The signature of the dealer who pre-inspected and pre-shuffled the cards, certifying that the cards were pre-inspected and pre-shuffled in accordance with this subsection;
- v. The signature of the floorperson or pit boss who witnessed and verified the pre-inspection and pre-shuffling;
- vi. The time, date and gaming table to which the sealed container of cards is subsequently delivered; and

vii. The signature of the floorperson or pit boss who delivers the sealed container of cards to the gaming table pursuant to (r)9 below.

7. The dealer shall then place the pre-inspected and pre-shuffled batch of cards, together with the Form or such other documentation and the attached card inspection machine receipt required by (r)4 above, in a clear container that conforms to the requirements of (f) above and seal the container with a pre-numbered label unique to such container. Procedures for the maintenance and security of unused seals, and the distribution, return and reconciliation of seals used on containers holding pre-inspected and pre-shuffled cards shall be subject to internal controls approved by the Commission.

8. The sealed containers of cards shall be transported by a:

i. Pit boss or poker shift supervisor to the gaming pit of the gaming tables where they will be utilized and either locked in the pit stand in accordance with (c) or (d) above or, with the approval of the Commission, placed in an alternative locked cabinet in the gaming pit, the keys to which shall be available only to floorpersons and pit bosses and subject to sign-out and sign-in procedures approved by the Commission; or

ii. Table games shift manager or supervisor thereof or a casino key employee designated in accordance with the provisions of (c) above and a casino security officer to a primary card storage area or poker storage area where they shall be placed back into card inventory and segregated from cards that have not been pre-inspected and pre-shuffled. A record of the transport of the sealed containers of cards to the card storage area shall be maintained by the casino security department in a manner approved by the Commission.

9. When they are needed for play, each container of cards shall be delivered by a floorperson or pit boss to an open gaming table. Upon delivery, the floorperson or pit boss shall unseal the container, place the decks of cards on the gaming table in front of the dealer, complete and sign the Pre-

shuffled/Pre-inspected Form, drop the original Form and attached card inspection machine receipt in a locked box in the gaming pit for the casino manager and forward the copy of the Form to the casino security department.

10. The dealer at the gaming table shall perform a strip shuffle or riffle shuffle of the cards and then cut the cards in the manner prescribed by the rules governing the particular table game.

11. The dealer shall then proceed to deal the cards in accordance with the rules governing the particular table game.

Effective: 06/05/78

As amended, effective: 08/01/83

As amended, effective: 11/21/83

As amended, effective: 08/17/87

As amended, effective: 03/02/92

As amended, effective: 10/19/92

As amended, effective: 11/16/92

As amended, effective: 01/19/93

As amended, effective: 02/16/93

As amended, effective: 05/03/93

As amended, effective: 03/21/94

As amended, effective: 08/07/95

As amended, effective: 10/02/95

As amended, effective: 07/15/96

As amended, effective: 03/17/97

As amended, effective: 01/05/98

As amended, effective: 07/20/98

As amended, effective: 01/19/99

As amended, effective: 02/01/99

As amended, effective: 01/03/00

As amended, effective: 08/20/01

As amended, effective: 06/16/03

As amended, effective: 08/16/04

As amended, effective: 09/07/04

As amended, effective: 12/20/04

As amended, effective: 04/04/05

As amended, effective: 07/18/05

As amended, effective: 10/17/05

As amended, effective: 01/17/06

As amended, effective: 02/21/06

As amended, effective: 07/17/06

As amended, effective: 09/18/06

As amended, effective: 03/19/07

19:46-1.19 Dealing shoes; automated shuffling devices

(a) The following words and terms when used in this section shall have the following meanings:

"Base plate" means the interior shelf of the dealing shoe on which the cards rest.

"Face plate" means the front wall of the dealing shoe against which the next card to be dealt rests and which typically contains a cutout.

(b) Cards used to game at blackjack, spanish 21, double attack blackjack, pai gow poker, minibaccarat, red dog, caribbean stud poker, let it ride poker, three card poker, fast action hold'em, colorado hold 'em poker, casino war, boston 5 stud poker, double cross poker, four card poker, texas hold 'em bonus poker, flop poker, two card joker poker and double down stud shall be dealt from a manual or automated dealing shoe which shall be secured to the gaming table when the table is open for gaming activity and secured in a locked compartment when the table is not open for gaming activity. Cards used to game at baccarat shall be dealt from a dealing shoe which shall be secured in a locked compartment when the table is not open for gaming activity. Notwithstanding the foregoing, cards used to game at:

1. Pai gow poker, double down stud, caribbean stud poker, three card poker, colorado hold 'em poker, boston 5 stud poker, double cross poker, flop poker, four card poker, texas hold 'em bonus poker and two card joker poker may be dealt from the dealer's hand in accordance with the rules established for each game in N.J.A.C. 19:47; and

2. The 6 to 5 blackjack variation shall be dealt from the dealer's hand in accordance with N.J.A.C. 19:47-2.6A.

(c) A device which automatically shuffles cards may be utilized at the game of blackjack, spanish 21, double attack blackjack, pai gow poker,

minibaccarat, red dog, poker, caribbean stud poker, let it ride poker, three card poker, fast action hold'em, colorado hold 'em poker, casino war, boston 5 stud poker, double cross poker, four card poker, texas hold 'em bonus poker, flop poker, two card joker poker and double down stud in addition to a manual or automated dealing shoe, provided that:

1. The automated card shuffling device and the procedures for shuffling and dealing the cards through the use of the device are submitted to and approved by the Commission; and

2. The security of an automated card shuffling device conforms to the security of any dealing shoe used at the gaming table pursuant to (b) above.

(d) Each manual or automated dealing shoe shall be designed and constructed with such features as the Commission may require to maintain the integrity of the game at which such shoe is used. Such features shall include, at a minimum, the following:

1. At least the first four inches of the base plate shall be white;
2. The sides of the shoe below the base plate shall be transparent or have a transparent sealed cutout unless the dealing shoe is otherwise constructed to prevent any object from being placed into or removed from the portion of the dealing shoe below the base plate and to permit the inspection of this portion of the shoe; and

3. A stop underneath the top of the face plate shall preclude the next card to be dealt from being moved upwards for more than one-eighth inch distance; and

4. Each dealing shoe used in blackjack and spanish 21 shall have a mark on the side of the shoe that enables the dealer, after aligning the stack of cards against the shoe in accordance with N.J.A.C. 19:47-2.5(d) and 19.4, to insert the cutting card in such stack so that approximately one quarter of the stack is behind the cutting card.

(e) A baccarat dealing shoe, in addition to meeting the requirements of (d)1 through 4 above, shall also adhere to the following specifications:

1. A removable lid shall be opaque from the point where it meets the face plate to a point at least four inches from the face plate;
2. The sides and back above the base plate shall be opaque; and
3. A device within the shoe shall, when engaged, prevent the cards from moving backward in the shoe.

(f) A pai gow poker dealing shoe, in addition to meeting the requirements of (d) above, may, in the discretion of the casino licensee, also contain a device approved by the Commission on the front of the face plate so as to preclude the players from viewing the next card to be dealt.

(g) All dealing shoes and shuffling devices in the casino and casino simulcasting facility shall be inspected at the beginning of each gaming day by a floorperson assigned to the table prior to cards being placed in them. The purpose of this inspection shall be to assure that there has been no tampering with the shoe or shuffling device.

(h) For gaming tables at which a manual dealing shoe is utilized, the shoe shall be located on the side of the gaming table to the left of the dealer, and the discard rack shall be located on the side of the gaming table to the right of the dealer. For gaming tables at which either an automated card shuffling device or an automated dealing shoe is utilized, the location of the automated device or shoe shall be approved by the Commission, and the discard rack shall be on the side of the gaming table opposite such device or shoe.

As amended, effective: 06/20/83

As amended, effective: 08/04/86

As amended, effective: 10/03/88; operative 01/31/89

As amended, effective: 11/04/91

As amended, effective: 03/02/92

As amended, effective: 10/19/92

As amended, effective: 01/19/93

As amended, effective: 05/03/93

As amended, effective: 04/04/94

As amended, effective: 05/02/94

As amended, effective: 06/06/94

As amended, effective: 07/05/94
As amended, effective: 12/05/94
As amended, effective: 08/07/95
As amended, effective: 10/02/95
As amended, effective: 03/17/97
As amended, effective: 12/01/97
As amended, effective: 07/20/98
As amended, effective: 01/19/99
As amended, effective: 04/05/99
As amended, effective: 01/03/00
As amended, effective: 08/20/01
As amended, effective: 06/16/03
As amended, effective: 08/16/04
As amended, effective: 09/07/04
As amended, effective: 12/20/04
As amended, effective: 10/17/05
As amended, effective: 01/17/06
As amended, effective: 07/17/06
As amended, effective: 09/18/06

19:46-1.19A Pai gow tiles; physical characteristics

(a) Pai gow shall be played with a set of 32 rectangular blocks to be known as tiles. Each tile in a set shall be identical in size and shading to every other tile in the set.

(b) Each tile used in gaming at pai gow shall:

1. Be made of a non-transparent black material, formed in the shape of a rectangle, and be of a size no smaller than 2.500 inches in length, 1.000 inch in width and .375 of an inch in thickness;
2. Have the surface of each of its sides perfectly flat, except that the front side of each tile shall contain spots which shall extend into the tile exactly the same distance as every other spot;
3. Have on the back of each tile an identifying feature unique to each casino;
4. Have the texture and finish of each side, with the exception of the front side, exactly identical to the texture and finish of all the other sides;

5. Have the back and sides of each tile within a set be identical and no tile within a set shall contain any marking, symbol or design that will enable a person to know the identity of any element on the front side of the tile or that will distinguish any tile from any other tile within a set; and

6. Have identifying spots on the front of the tiles which are either red or white or both.

(c) Each set of tiles shall be composed of 32 tiles as set forth in N.J.A.C. 19:47-10.2(g).

(d) Each set of tiles shall be packaged separately and completely sealed in such a manner so that any tampering shall be evident.

Effective: 10/19/92

19:46-1.19B Pai gow tiles; receipt; storage; inspections and removal from use

(a) When sets of tiles to be used at pai gow are received from the manufacturer or distributor thereof, they shall immediately following receipt be inspected by a member of the casino security department and a casino supervisor to assure that the seals on each package are intact, unbroken and free from tampering. Packages that do not satisfy these criteria shall be inspected at this time to assure that the tiles conform to Commission standards and there is no evidence of tampering. Packages satisfying these criteria, together with packages having unbroken, intact and untampered seals shall then be placed for storage in a locked cabinet within a primary or secondary storage area. Sets of tiles which are to be distributed to gaming pits or tables for use in gaming shall be distributed from a locked cabinet in the cashiers' cage or from another secure primary storage area, the location and physical characteristics of which shall be approved by the Commission.

Secondary storage areas shall be used for the storage of surplus tiles. Tiles maintained in secondary storage areas shall not be distributed to gaming pits or tables for use in gaming until the tiles have been moved to a primary storage area. All secondary storage areas shall be located in secure areas, the location and physical characteristics of which shall be approved by the Commission.

(b) All primary and secondary storage areas, other than the cashiers' cage, shall have two separate locks. The casino security department shall maintain one key and the casino department or cashiers' cage shall maintain the other key; provided, however, that no person employed by the casino department below the table games shift manager in the organization hierarchy shall have access to the casino department key. Tiles stored in a cabinet within the cashiers' cage shall be secured by a lock, the key to which shall be maintained by a table games shift manager or casino supervisor thereof.

(c) Immediately prior to the commencement of each gaming day and at such other times as may be necessary, the table games shift manager or casino supervisor thereof, in the presence of a casino security officer, shall remove the appropriate number of sets of tiles for that gaming day from a primary storage area.

(d) All envelopes and containers used to hold or transport tiles shall be transparent.

1. The envelopes or containers and the method used to seal them shall be designed or constructed so that any tampering shall be evident.

2. The envelopes or containers and seals shall be approved by the Commission.

(e) The table games shift manager or casino supervisor thereof shall distribute sufficient sets of tiles to the pit boss in each pai gow pit.

1. The pit boss shall then distribute the sets to the dealer at each table, and shall place extra sets in reserve at the pit stand.

2. Sets of tiles in reserve shall be placed in a locked compartment, keys to which shall be in the possession of the pit boss or casino supervisor

thereof.

(f) If during the course of play any damaged tile is detected, the entire set of tiles shall be immediately replaced. The dealer or floorperson shall request that the pit boss bring a substitute set of tiles to the table from the reserve in the pit stand.

1. The set of damaged tiles shall be placed in a sealed envelope, identified by table number, date and time and shall be signed by the dealer and casino supervisor.

2. The pit boss shall maintain the envelope or container in a secure place within the pit until collection by a casino security officer.

(g) Tiles used at pai gow shall be changed at least every 12 hours. The casino supervisor shall collect used tiles which shall be placed in a sealed envelope or container.

1. A label shall be attached to each envelope or container which shall identify the table number, date and time and shall be signed by the dealer and casino supervisor.

2. The pit boss shall maintain the envelopes or containers in a secure place within the pit until collection by a casino security officer.

(h) The casino licensee shall remove any tiles at any time of the gaming day if there is any indication of tampering, flaws, scratches, marks or other defects that might affect the integrity or fairness of the game, or at the request of the Commission or Division.

(i) All extra sets of tiles in reserve which have been opened shall be placed in a sealed envelope or container, with a label attached to each envelope or container which identifies the date and time and is signed by the pit boss.

(j) At the end of each gaming day or at such other times as may be necessary, a casino security officer shall collect and sign all envelopes or containers with damaged tiles, tiles used during the gaming day, and all extra tiles in reserve which have been opened, and shall return the envelopes or containers to the casino security department.

(k) At the end of each gaming day or at such other times as may be necessary, a table games shift manager or casino supervisor thereof may collect all extra sets of tiles in reserve which have not been opened. If collected, all unopened sets of tiles shall either be cancelled or destroyed or returned to the storage area.

(l) When the envelopes or containers of used tiles and reserve sets of tiles which have been opened are returned to the casino security department, they shall be inspected for tampering, marks, alterations, missing or additional tiles or anything that might indicate unfair play.

1. The casino licensee shall cause to be inspected all sets of tiles used during the gaming day.

2. The procedures for inspecting all sets of tiles shall at least include the following:

- i. The sorting of tiles by pairs;
- ii. The visual inspection of the sides and back of each tile for tampering, markings or alterations; and
- iii. The inspection of the sides and back of each tile with an ultra-violet light;

3. The individual performing the inspection required by (l)1 and 2 above shall complete a work order form which shall detail the procedures performed and list the tables from which the tiles were removed and the results of the inspection. The individual shall sign the form upon completion of the inspection procedures; and

4. Evidence of tampering, marks, alterations, missing or additional tiles or anything that might indicate unfair play discovered at this time, or at any other time, shall be immediately reported to the Commission and Division by the completion of a three-part report.

i. The report shall accompany the tiles when delivered to the Commission;

ii. The tiles shall be retained for further inspection by the

Commission; and

iii. The Commission Inspector receiving the tiles shall sign the original, duplicate and triplicate report and shall retain the original at the Commission Booth. The duplicate copy shall be delivered to the Division office located within the casino hotel facility. The triplicate copy shall be retained by the casino licensee.

(m) If after completing the inspection procedures required in (l) above, it is determined that a complete set of 32 tiles removed from a gaming table is free from tampering, markings or alterations, that set may be returned to the pai gow storage area for subsequent gaming use in accordance with procedures approved by the Commission. In no event may individual tiles from different sets be used to make a complete set for subsequent gaming use.

(n) The casino licensee shall submit to the Commission for approval, procedures for:

1. An inventory system which shall include the recordation of at least the following:

- i. The balance of sets of tiles on hand;
- ii. The sets of tiles removed from storage;
- iii. The sets of tiles returned to storage or received from the manufacturer;
- iv. The date of the transaction; and
- v. The signatures of the individuals involved.

2. A reconciliation on a daily basis of the sets of tiles distributed and the sets of tiles destroyed and cancelled, the sets of tiles returned to the storage area and, if any, the sets of tiles in tile reserve;

3. A physical inventory of the sets of tiles at least once every three months.

i. This inventory shall be performed by an individual with no incompatible functions and shall be verified to the balance of the sets of tiles on hand as required in (n)1i above.

ii. Any discrepancies shall immediately be reported to the Commission and Division.

(o) All destruction and cancellation of tiles other than those retained for Commission or Division inspection, shall be completed within 48 hours of collection. The method of destruction or cancellation shall be approved by the Commission. The destruction and cancellation of tiles shall take place in a secure place, the location and physical characteristics of which shall also be approved by the Commission.

Effective: 10/19/92

As amended, effective: 01/05/98

As amended, effective: 11/06/00

As amended, effective: 07/03/06

19:46-1.20 Inspection and approval of gaming and simulcast wagering equipment and related devices and software; retention by Commission or Division; evidence of tampering

(a) No piece of gaming or simulcast wagering equipment or any related device or software shall be used in a casino, casino simulcasting facility or hub facility unless:

1. It is identical in all mechanical, electrical, electronic or other aspects to a prototype thereof that has been reviewed and approved for use by the Commission or, in accordance with N.J.A.C. 19:46-1.28, tested by the Division and approved for use by the Commission;

2. It has been inspected by the Commission or the Division, as otherwise required, prior to its initial use or prior to its reuse following any adjustment thereto or movement thereof in a casino, casino simulcasting facility or hub facility; and

3. All necessary casino service industry (CSI) licenses, CSI license applications, or vendor registrations, as required, have been obtained or filed

and all necessary transactional waivers have been issued in accordance with the requirements of N.J.S.A. 5:12-92, N.J.A.C. 19:51 and N.J.A.C. 19:43-10.

(b) No piece of equipment or related device or software shall be reviewed, tested or approved pursuant to this section or N.J.A.C. 19:46-1.28 unless each person required by the Commission to be licensed as a casino service industry (CSI) pursuant to N.J.S.A. 5:12-92 and N.J.A.C. 19:51 in connection with the equipment, device or software has filed a completed application for the appropriate type of CSI license together with the applicable non-refundable license application fee.

(c) Except as otherwise provided in N.J.A.C. 19:46-1.28, the Commission shall review each prototype piece of gaming or simulcast wagering equipment or any related device or software to determine whether it is suitable for use in a casino, casino simulcasting facility or hub facility. In making this determination, the Commission shall take into consideration the quality, design, integrity, fairness and reliability of the prototype. The manufacturer or distributor of a prototype submitted for approval shall supply any information or documentation related to the prototype that is requested by the Commission.

(d) Gaming and simulcast wagering equipment and related devices and software subject to the provisions of this section shall include, without limitation, gaming tables, layouts, roulette wheels, pokette wheels, roulette balls, drop boxes, big six wheels, sic bo shakers, sic bo electrical devices, pai gow shakers, chip holders, racks and containers, scales, count room equipment and counting devices, trolleys, slip dispensers, dealing shoes, dice, cards, pai gow tiles, locking devices, card reader devices, all equipment required for a table game progressive wager, slot tokens, prize tokens, data processing equipment, slot machines and slot bases, automated jackpot payout machines, gaming voucher redemption machines, pari-mutuel machines, self-service pari-mutuel machines, credit voucher machines, totalisators and all equipment utilized in the operation of keno.

(e) The Commission or the Division may require a prototype of any gaming or simulcast wagering equipment or related device or software approved for use in a casino, casino simulcasting facility or hub facility to be placed in its custody and retained by it or the Division as a control for comparison purposes.

(f) Any evidence that an item of gaming or simulcast wagering equipment or a related device or software used in a casino, casino simulcasting facility or hub facility has been tampered with or altered in any way which would affect the integrity, fairness, reliability or suitability of the item for use in a casino, casino simulcasting facility or hub facility shall be immediately reported to an agent of the Commission and the Division. A member of the casino licensee's casino security department shall be required to insure that the item and any evidence required to be reported pursuant to this subsection is maintained in a secure manner until the arrival of an agent of the Division. Notwithstanding the foregoing, rules concerning evidence of tampering with dice, cards and pai gow tiles may be found at N.J.A.C. 19:46-1.16, 19:46-1.18 and 19:46-1.19B, respectively.

(g) Each casino licensee that has confiscated any gaming or simulcast wagering equipment or any related device or software on the reasonable suspicion that such item has been altered or tampered with, or that has confiscated any item enumerated in N.J.A.C. 19:47-8.1 or in Article 9 of the Act on the reasonable suspicion that such item was present in the casino or casino simulcasting facility in violation of the Act or the rules of the Commission, shall preserve such item in the state it was in when so confiscated and shall deliver such item to the Division as soon as possible. A casino licensee's right, if any, to confiscate such items shall exist, if at all, independently of this subsection based on statute, regulation or common law as may elsewhere be provided, and no separate right to confiscate is created hereby. Notwithstanding the foregoing, each casino licensee that has confiscated any such item, whether by

such right or under color thereof, nevertheless has a duty to preserve and deliver such item in accordance with this subsection.

As amended, effective: 08/17/87
As amended, effective: 12/16/91
As amended, effective: 03/02/92
As amended, effective: 10/19/92
As amended, effective: 11/16/92
As amended, effective: 01/19/93
As amended, effective: 01/18/94; Operative: 02/22/94
As amended, effective: 06/06/94
As amended, effective: 10/03/94
As amended, effective: 06/05/95
As amended, effective: 03/04/96
As amended, effective: 07/15/96
As amended, effective: 06/07/99
As amended, effective: 04/16/07

19:46-1.21 Expiration of slot machine main program approvals issued pursuant to N.J.A.C. 19:46-1.20; resubmission

(a) The approval of any slot machine main program issued by the Commission pursuant to N.J.A.C. 19:46-1.20 shall expire, unless earlier revoked by the Commission, on the second day of January in the year following the 12th anniversary of its latest approval. For the purposes of this section, any modification to a slot machine main program approved by the Commission pursuant to N.J.A.C. 19:46-1.29(c) shall not affect the expiration date of the latest approval unless the Commission specifically finds that the modifications were so substantial as to constitute the approval of a new slot machine main program pursuant to N.J.A.C. 19:46-1.20.

(b) A casino licensee shall deactivate any slot machine main program in its casino upon expiration of its latest approval unless and until the slot machine main program has been resubmitted, tested and approved in accordance with the provisions of this section and N.J.A.C. 19:46-1.20 and 1.28.

(c) An approved slot machine main program may be resubmitted for testing and approval pursuant to N.J.A.C. 19:46-1.20 and 1.28 at any time following the 11th anniversary of its latest approval. A previously approved slot machine main program shall be subject to all relevant requirements in effect as of the date of resubmission.

(d) Each casino licensee shall develop and submit internal controls to ensure that no slot machine main program shall remain in use in its casino if the latest approval of that slot machine main program has expired pursuant to (a) above.

Effective: 08/21/00

As amended, effective: 05/03/04

19:46-1.22 Possession of slot machines

(a) Except as otherwise provided in this section and N.J.S.A. 2C:37-7, no person shall possess within this State any slot machine or similar device which may be used for gambling activity.

(b) The following persons and any employee or agent acting on their behalf may, subject to any terms and conditions imposed by the Commission, possess slot machines in this State for the purposes provided herein provided that the machines are kept only in such locations as may be specifically approved in writing by the Commission and that any machines located outside of a licensed casino room not be used for gambling activity

1. An applicant for or holder of:

i. A casino license, for the purpose of maintaining for use or actually using such machines in the operation of a licensed casino;

ii. A gaming school license, for the purpose of teaching slot machine design, operation, repair or servicing; or

iii. A gaming related casino service industry license, for the purpose of manufacturing, distributing, repairing or servicing slot machines;

2. An out-of-State manufacturer or distributor of slot machines for the purpose of exhibition or demonstration;

3. A common carrier, for the purpose of transporting such slot machines in accordance with N.J.A.C. 19:46-1.23;

4. An employee or agent of the Commission or Division, for the purpose of fulfilling official duties or responsibilities; or

5. Any other person the Commission may approve after finding that possession of slot machines by such person in this State is necessary and appropriate to fulfill the goals and objectives of the Act.

(c) Each applicant for or holder of a gaming related casino service industry license that possesses slot machines in New Jersey shall maintain and file with the Division and the Commission on a monthly basis a comprehensive list of slot machines in its possession in this State. Such list shall contain all information, as applicable, required pursuant to N.J.A.C. 19:43-7.4(b).

Effective: 05/17/78

As amended, effective: 03/16/92

As amended, effective: 05/06/02

19:46-1.23 Transportation of slot machines into, within and out-of-State

(a) Prior to the transport or movement of any slot machine into, from one authorized location to another authorized location within, or out of, this State, the manufacturer, distributor, seller, or other person causing such slot machine to be transported or moved shall first notify the Commission and Division in writing giving the following information:

1. The full name and address of the person shipping or moving said machine;

2. The full name and address of the person who owns the machine, including the name of any new owner in the event ownership is being

changed in conjunction with the shipment or movement;

3. The method of shipment or movement and the name of the carrier or carriers;

4. The full name and address of the person to whom the machine is being sent and the destination of said machine if different from such address;

5. The quantity of machines being shipped or moved and the manufacturer's serial number of each machine;

6. The expected date and time of delivery to or removal from any authorized location in this State;

7. The port of entry, or exit, if any, of the machine if the origin or destination of the machine is outside the continental United States; and

8. The reason for transporting the machine.

(b) Each casino licensee shall obtain approval for and provide notice of the movement of any slot machine into or out of its casino room only to the extent required by N.J.A.C. 19:45-1.38(b). A record of the move shall be maintained in accordance with N.J.A.C. 19:45-1.38(c).

(c) The person shipping or moving any slot machine shall provide to the common carrier, or to the operator of the transporting conveyance in the event the mode of transport is not a common carrier, an invoice, at least one copy of which shall be kept with the slot machine at all times during the shipping process, containing the following information:

1. The manufacturer's serial number of the slot machine being transported;

2. The full name and address of the person from whom the machine was obtained;

3. The full name and address of the person to whom the machine is being sent; and

4. The dates of shipment.

Effective: 05/17/78

Repealed, effective: 03/16/92
New rule, effective: 03/16/92
As amended, effective: 03/04/96
As amended, effective: 08/05/96

19:46-1.24 Slot machine seals

(a) Each slot machine shall have a seal affixed to it by the Commission when the slot machine is placed on the casino floor. The seal shall be located on either side of the slot machine cabinet, provided, however, that if both sides of the cabinet are not visible when the machine is installed on the casino floor, the seal shall be placed on the front of the cabinet.

(b) A slot machine being temporarily removed from the casino floor shall have an additional seal affixed to it by the Commission in such a manner so as to enable the Commission to determine if the main door of the slot machine was opened while the slot machine was off the casino floor. If, when the slot machine is returned to the casino floor, the additional seal:

1. Is intact, the Commission shall remove the additional seal;
2. Has been broken, the slot machine shall be reinspected prior to its use for gaming.

(c) A slot machine being transported out of New Jersey or being converted to any other lawful non-gaming use shall have all seals removed from it by the Commission prior to such transportation or conversion.

As amended, effective: 04/02/90
As amended, effective: 11/18/96

19:46-1.25 (Reserved)

Repealed, effective: 07/06/93; Operative date: 10/15/93

19:46-1.26 Slot machines and bill changers; identification; signs; meters; other devices

(a) Unless otherwise authorized by the Commission, each slot machine in a casino shall have the following identifying features:

1. A logic board serial number permanently imprinted, impressed, affixed or engraved on each logic board installed in the slot machine;

2. An asset number that is permanently imprinted, impressed, engraved or affixed on the outside cabinet of the machine by the casino licensee. The asset number must be conspicuous and clearly visible to persons involved in removing or replacing the slot drop bucket or slot drop box in the slot machine and through the casino licensee's closed circuit camera coverage system. The size and location of the asset number are subject to prior approval by the Commission;

3. A sign conspicuously located on the front of the machine that automatically illuminates and a bell that automatically rings when a player has won a jackpot not paid automatically and totally by the machine and which advises the player to see an attendant to receive full payment;

4. A mechanical, electrical or electronic device that automatically precludes a player from operating the slot machine after a jackpot requiring a manual payout has been hit and which requires the machine to be reset by an attendant in such circumstances;

5. A display on the front of the slot machine that includes the information required by N.J.A.C. 19:45-1.37(a)4;

6. A slot machine tower light that complies with the requirements of N.J.A.C. 19:45-1.37B;

7. A location number that is affixed to the outside of the machine. The location number must be conspicuous and clearly visible to persons involved in removing or replacing the slot drop bucket or slot drop box in the slot machine and through the casino licensee's closed circuit camera coverage system. The size and location of the location number are subject to prior

approval by the Commission;

8. A manufacturer's serial number affixed to the outside of the slot machine cabinet in a location as approved by the Commission; and

9. A labelling system that enables the Division to determine that the reel mechanisms are installed in the machine in the same manner as when the slot machine was inspected and approved.

(b) Unless otherwise authorized by the Commission, each bill changer shall have the following identifying features:

1. An asset number that is permanently imprinted, affixed or impressed on the outside cabinet of the bill changer or the slot machine to which it is attached. The asset number must be conspicuous and clearly visible to persons involved in removing or replacing the slot cash storage box in the bill changer, clearly visible through the casino licensee's closed circuit camera coverage system and must correspond to the asset number affixed to the slot machine in accordance with (a) above. The size and location of the asset number are subject to prior approval by the Commission;

2. A display on the front of the bill changer that clearly indicates the denomination of the currency or coupon inserted therein;

3. A display on the front of the bill changer that clearly indicates the amount of coins or slot tokens dispensed by the slot machine all-purpose hopper after currency, a gaming voucher or a coupon has been inserted and accepted; and

4. A display on the front of the bill changer that indicates a malfunction or which informs the patron that the bill changer is out of service.

(c) Unless otherwise authorized by the Commission, each slot machine in a casino shall be equipped with the following:

1. A mechanical, electrical or electronic device, to be known as an "in meter," that continuously and automatically counts the number of coins or slot tokens placed by patrons into the machine for the purpose of activating play;

2. A mechanical, electrical or electronic device, to be known as a "drop-meter," that continuously and automatically counts the number of coins or slot tokens that are dropped into the machine's slot drop bucket or slot drop box;

3. For each hopper in a slot machine, a separate mechanical, electrical or electronic device, to be known as a "jackpot meter," that continuously and automatically counts, for that hopper only, the number of coins, prize tokens or slot tokens that are automatically paid by the machine from the corresponding hopper and that displays the aggregate number so counted; provided, however, that:

i. In lieu of the jackpot meter for a payout-only hopper displaying the number of coins, slot tokens or prize tokens paid out from that hopper, each casino licensee that uses a slot machine which is capable of converting the number of coins, slot tokens or prize tokens paid out from a payout-only hopper into its machine denomination equivalent, may, in accordance with its internal controls approved by the Commission, set the jackpot meter connected to each payout-only hopper in that slot machine to continuously and automatically count and display the aggregate number of coins, slot tokens or prize tokens paid out from that hopper by its machine denomination equivalent (for example, the jackpot meter on a 25¢ slot machine may record the payout of one \$3.00 prize token as the payout of "12" quarters); and

ii. Each slot machine with multiple hoppers may have a single jackpot meter to count and display the aggregate number of coins, slot tokens or prize tokens paid out from that machine's hoppers provided that:

(1) Each hopper is connected to that meter;

(2) The jackpot meter counts and displays, in accordance with (c)3i above, the aggregate number of coins, slot tokens or prize tokens paid out from a payout-only hopper by its machine denomination equivalent; and

(3) Each payout-only hopper has a separate payout-only jackpot meter;

4. A mechanical, electrical or electronic device, to be known as a "manual jackpot meter," that continuously and automatically records the number of coins or slot tokens to be paid manually;

5. A mechanical, electrical or electronic device, to be known as a "win meter," visible from the front of the machine, that, upon a player hitting a jackpot, advises the player of the number of coins, prize tokens or slot tokens for that round that have been paid to the player by the machine from the corresponding hopper; provided, however, that multiple win meters, as provided in (c)5i or ii below after approval of the casino licensee's internal controls therefor, shall be used on each multiple hopper slot machine whenever one or more jackpots that are hit on the same round of play at that machine entitle the winning player to automatically receive coins, slot tokens or prize tokens from both hoppers and each hopper contains a different denomination of coins, slot tokens or prize tokens, as follows:

i. A separate win meter for each hopper that, for the round in which a jackpot is hit, advises the winning player of the actual number of coins, slot tokens or prize tokens won from that hopper only; or

ii. A win meter to which each hopper is connected that advises the winning player of the aggregate number of coins, slot tokens or prize tokens won on that round from both hoppers after first converting the aggregate number of any coins, slot tokens or prize tokens won on that round from a payout-only hopper into its machine denomination equivalent, and a separate payout-only win meter connected to each payout-only hopper (for example, a win meter on a 25¢ slot machine may, pursuant to this paragraph, record the payout, on the same round of play, of one \$3.00 prize token and two quarters as the payout of "14" quarters, provided there is a separate payout-only win meter advising the patron that one prize token was paid out);

6. An on/off switch located in an accessible place in the interior of

the slot machine which will control the current utilized in the operation of the slot machine;

7. Unless otherwise authorized by the Commission, each slot machine that can dispense gaming vouchers shall also be equipped with mechanical, electrical or electronic devices as follows:

i. A “numerical voucher out meter” that continuously and automatically counts the number of gaming vouchers dispensed by the machine and that displays the aggregate number so counted; and

ii. A “value voucher out meter” that continuously and automatically counts the value of gaming vouchers dispensed by the machine and that displays the aggregate value so counted; and

8. If a slot machine utilizes slot credits or electronic transfer credits, a mechanical, electrical or electronic device, known as a “credit meter,” visible from the front of the machine, that accumulates and displays to the player the denominational units or monetary value of such credits that are available for wagering.

(d) Unless otherwise authorized by the Commission, each slot machine that has an attached bill changer shall also be equipped with the mechanical, electrical or electronic devices that are required by N.J.A.C. 19:45-1.37(e).

(e) In addition to the above requirements, each slot machine in a casino shall have such devices, equipment, features and capabilities as may be required by the Commission for that particular model of slot machine after the prototype model is tested and examined by the Division.

As amended, effective: 11/02/81

As amended, effective: 12/17/84

As amended, effective: 07/20/87

As amended, effective: 05/16/88

As amended, effective: 08/15/88

As amended, effective: 05/06/91

As amended, effective: 02/03/92

As amended, effective: 05/18/92

As amended, effective: 12/07/92

As amended, effective: 07/06/93; Operative date: 10/15/93

As amended, effective: 02/07/94
As amended, effective: 10/03/94
As amended, effective: 08/05/96
As amended, effective: 10/02/00
As amended, effective: 01/06/03
As amended, effective: 01/03/05
As amended, effective: 08/15/05

**19:46-1.26A Bill changers with electrically erasable/programmable
storage media**

(a) All program code for bill changers with electrically erasable/programmable storage media shall:

1. Be capable of detecting 99.99 percent of all possible failures or changes in the bill changer program;
2. Utilize a Cyclic Redundancy Check, or other method reviewed by the Division and approved by the Commission, which:
 - i. Yields, at a minimum, an eight digit hex number; and
 - ii. Is displayed by the slot machine upon demand by calculating independently the Cyclic Redundancy Check code using a random seed input entered manually at the slot machine;
3. Be stored in an electrically erasable programmable read-only memory ("EEPROM") that is soldered onto the mother board or attached in some other manner deemed acceptable by the Division;
4. Provide verification from the slot machine that the bill changer code has not been altered, which verification shall occur, at a minimum, whenever power is restored to the slot machine, during all door closures and at other times related to the operation of the game; and
5. Be capable of detecting a change in the bill changer code, and in such event shall:
 - i. Cause the slot machine to enter a tilt mode which requires a manual act to clear; and

ii. Send a specific signal to the casino licensee's slot monitoring system to indicate such change.

Adopted, effective: 07/19/99; Operative: 01/15/00

19:46-1.26B Gaming equipment and related devices utilizing alterable storage media

(a) "Alterable storage media" shall mean a memory chip or other storage medium, such as an E-EPROM, FLASH chip, CD-ROM or hard disk, which is contained in a slot machine, bill changer or other gaming equipment or related device subject to approval pursuant to N.J.A.C. 19:46-1.20, but does not include a printer, display or other peripheral device that does not affect the integrity or outcome of the game. Alterable storage media may include media that are:

1. Erasable or reprogrammable without being removed from the gaming equipment or related device, such as an EPROM or hard disk; or
2. Removable and replaceable, such as a CD-ROM or a diskette.

(b) Each manufacturer of gaming equipment and related devices pursuant to (a) above that utilizes alterable storage media shall, in accordance with the requirements of N.J.A.C. 19:46-1.20(c) or 1.28(c), identify any data, files, and programs that may be written to alterable storage media and specify, at a minimum, the data type such as game state and meter information, the location to which the data shall be written, and the need for the written data.

(c) Gaming equipment and related devices pursuant to (a) above that utilize alterable storage media shall only write to alterable storage media containing data, files, and programs that are not critical to the basic operation of the game, such as marketing information. Notwithstanding the foregoing, such devices may write to media containing critical data, files, and programs provided that the gaming equipment:

1. Maintains a record, known as an authorization list or digital signature, of all information that is added, deleted, and modified on the media, which satisfies the requirements of (d) below; and

2. Verifies the validity of all data, files, and programs which reside on the media against the authorization list or digital signature by means of an algorithm or other method which satisfies the requirements of (e) below, is approved by the Commission and, if subject to the provisions of N.J.A.C. 19:46-1.28, is recommended by the Division for such approval.

(d) The authorization list or digital signature maintained pursuant to (c)1 above shall reside on an EPROM or other read-only storage media and shall be encrypted using a cryptographic system approved by the Commission and, if subject to the provisions of N.J.A.C. 19:46-1.28, is recommended by the Division for such approval. Notwithstanding the foregoing, an authorization list or digital signature that resides on read-only storage media which the Commission requires to be inspected and physically sealed or otherwise secured as a result of a recommendation by the Division pursuant to N.J.A.C. 19:46-1.28(f) shall not require encryption.

(e) The authentication algorithm or other method utilized pursuant to (c) above shall:

1. Reside in and execute from separate read-only media in the gaming equipment or related device pursuant to (a) above which may be inspected and physically sealed or otherwise secured as a result of a recommendation by the Division;

2. Except for sound files and other types of computer files that do not affect the integrity or outcome of the game, execute for all computer files each time the gaming equipment or related device pursuant to (a) above is powered up, and when files are loaded from the media; and

3. Prevent further play of the gaming equipment or related device pursuant to (a) above if unexpected data or structural inconsistencies are detected.

(f) In the event that a failed authentication occurs in a slot machine, the slot machine shall:

1. Immediately enter into a tilt mode pursuant to N.J.A.C. 19:45-1.37B(c)3;
2. Automatically generate an alert notification of the tilt to the surveillance department and the slot shift manager, or such manager's supervisor, in a manner approved by the Commission, or, if gaming equipment and related devices are not capable of such alert notification, cause an appropriate tower light state pursuant to N.J.A.C. 19:45-1.37B(d)3, and the recording of the details of the tilt to include, at a minimum, type of tilt, time, date, and slot machine event in a log; and
3. If the slot machine is connected to an approved computerized slot monitoring system, send a specific signal to the casino licensee's slot monitoring system indicating a tilt mode that shall be reviewed in accordance with approved internal controls.

(g) Each casino licensee shall immediately notify the Commission and Division of all failed authentications in a manner approved by the Commission and Division, respectively.

Adopted, effective: 04/15/02

As amended, effective: 12/01/03

19:46-1.27 Slot machine areas; density; arrangement; floor plans

(a) Slot machines used in the conduct of gaming shall be located and arranged in such a manner so as to:

1. Promote optimum security for the casino operation;
2. Avoid deception or frequent distraction to players at gaming tables;
3. Maximize the comfort of patrons;
4. Create and maintain a gracious playing environment in the

casino; and

5. Encourage and preserve competition in casino operations by assuring that a variety of gaming opportunities is offered to the public.

(b) Each casino licensee shall be permitted to install and operate one slot machine for every 10 square feet of its casino floor space which may be allocated to slot area, as determined in accordance with (d) below.

(c) Each casino licensee shall arrange the layout of its casino floor so that whenever one row of slot machines in a casino is lined up back to back with another row of machines, the two rows shall be separated by a metal grating or other type of barrier, as approved by the Commission, that will prohibit a person from placing his or her hand between the rows of machines.

(d) The total amount of casino floor space that a casino licensee may utilize for slot machines, the walkways between them, and other structures or areas which are reasonably related to the use of slot machines ("Slot Area") such as slot booths, change booths, change machines, slot carousels, walls, columns or other architectural structures, and any other structures or areas which are reasonably related to, and contained within casino floor space which is dedicated to, the use of slot machines, shall not exceed 90 percent of the total amount of casino floor space and casino simulcasting facility floor space.

(e) The total amount of casino floor space dedicated to the Slot Area shall be measured by identifying the perimeter of each such area on the casino floor plan.

(f) Any casino floor space which is not used for slot area pursuant to (e) above shall be dedicated to authorized games other than slot machines and related support and circulation space.

(g) Each casino licensee or applicant shall submit to the Commission a detailed floor plan, drawn to scale, depicting its proposed arrangement of slot machines, slot stools and table games. Such plan shall indicate all relevant floor space square footage; density information; and aisle dimensions, including the dimensions of aisles between rows of slot machines facing each

other, of distances in front of slot machines not directly facing another slot machine, and of distances between slot stools and other obstructions or slot machines. Each casino licensee shall maintain on file with the Commission a current floor plan certified as to its accuracy.

(h) Each casino licensee or applicant seeking approval for a proposed arrangement of slot machines shall submit to the Commission a detailed floorplan, drawn to scale, depicting its proposed arrangement of slot machines, slot stools and table games and shaded to include all areas covered by (e) above. Such plans or attachments thereto shall indicate the amount of casino floor space by slot zone, or other subdivision of the total area included in the calculation required by (e) above, as approved by the Commission, and the total of such areas. Each casino licensee shall maintain on file with the Commission a current shaded floorplan certified as to its accuracy.

(i) Any floorplan submission that satisfies the requirements of this section shall be deemed approved by the Commission unless the casino licensee is notified in writing to the contrary within three days of filing.

(j) Slot machines shall not be permissible in casino simulcasting facilities.

Adopted new section, effective: 05/17/78

As amended, effective: 03/02/79

As amended, effective: 10/01/84

As amended, effective: 02/18/92

As amended, effective: 09/21/92

As amended, effective: 01/19/93

As amended, effective: 06/05/95

As amended, effective: 12/02/96

**19:46-1.28 Testing of designated gaming or simulcast wagering
equipment or related devices or software by the Division**

(a) The following items of gaming or simulcast wagering equipment or related devices or software shall not be utilized in a casino, casino simulcasting facility or hub facility unless they are identical in all mechanical, electrical,

electronic and other aspects to a prototype thereof which has been specifically tested by the Division pursuant to this section and approved for use by the Commission in accordance with N.J.A.C. 19:46-1.20:

1. Slot machines;
2. Progressive slot machine and table game progressive payout wager systems;
3. Slot monitoring systems;
4. Bill changers;
5. Coin acceptors;
6. Keno systems;
7. Software related to (a)1 through 6 above;
8. Totalisators;
9. Parimutuel machines, self-service parimutuel machines and credit voucher machines; and
10. Any other gaming or simulcast wagering equipment or related device or software that is determined by the Commission to require testing by the Division in order to contribute to the integrity of gaming or simulcast wagering operations.

(b) Any manufacturer or distributor proposing to offer any equipment, device or software that requires testing pursuant to (a) above prior to its use in an Atlantic City casino, casino simulcasting facility or hub facility, shall submit a written request for the testing of the equipment, device or software to the Division's Technical Services Bureau, 1601 Atlantic Avenue, Atlantic City, New Jersey 08401. The manufacturer or distributor shall transport, at its own expense, a prototype of the equipment, device or software to a location specified by the Division for testing, examination and analysis in accordance with this section.

(c) Each prototype submitted pursuant to (b) above shall be accompanied by, without limitation, the following information, as applicable:

1. A hardware block diagram of the major subsystems;

2. A complete set of schematics for all subsystems;
3. A wiring loom/harness connection diagram;
4. Operation and/or service manuals;

i. An operation manual for bill acceptors incorporated into or connected with slot machines shall describe the operation of the device and its fault conditions, and shall include a software version thereof;

5. Details for coin hopper operation, including, but not limited to, capacities for various denominations, hopper fill detection, hopper jam detection, hopper empty detection and illegal or extra coin out detection;

6. A description of all meters required by N.J.A.C. 19:45 or 19:46;

7. Detailed information on the battery backup power, including, without limitation, identification of the components being backed up, type of battery or energy storage capability, expected operational life of the unit, information stored in the battery backed-up component, and a description of the low battery voltage indicator circuit;

8. A description of all tower light functions and what each situation indicates;

9. A mathematical explanation of the theoretical return to the player, listing all assumptions, all steps in the formula from the first principles through to the final results of all calculations and, where a game requires or permits player strategy in the theoretical derivations of the payout return, the source of strategy;

10. For fault conditions, the condition name and code, if applicable, the type of machine alarm (for example, bell or video message), a description of the fault and whether the machine locks up in this condition, and how the machine is reset from each fault condition;

11. A description of the use and function of all dip switch settings or selectable operations;

12. Information on special test connections and communication requirements for evaluation purposes;

13. A description of the random number generators used to determine game outcome, including a detailed explanation of operation methodology, and a description of the manner by which the random number generator and random number selection process is impervious to outside influences including, without limitation, electromagnetic interference, electrostatic interference, radio frequency interference and influence from associated equipment via data communications;

14. If a slot machine includes more than one game, a description of each game, an indication that each game has separate meters and an indication that each such game complies with the minimum payout requirements in N.J.A.C. 19:45-1.37;

15. Software listings, in a format to be provided by the Division; and

16. Any other information or documentation that is deemed necessary by the Division in order to complete the testing of the prototype.

(d) In lieu of the information required by (c) above, the manufacturer or distributor may certify that a component of a prototype is identical in all aspects to a component of a prototype previously submitted to the Division for testing.

(e) The testing, examination and analysis of a prototype pursuant to this section may require the dismantling of the prototype and tests that may result in damage to or destruction of one or more systems or components of the prototype. Once submitted for testing pursuant to this section, no prototype shall be returned to the manufacturer or distributor thereof unless otherwise determined by the Division.

(f) Upon completion of its testing, examination and analysis of a prototype, the Division shall submit a report of its findings, conclusions and recommendations to the Commission, which report shall specify any recommendations for modifications or additions to the prototype.

(g) Prior to a decision on whether to approve a particular prototype tested by the Division, the Commission may require a trial period of such

duration as it may deem necessary to assess the operation of the prototype in a licensed casino. During the trial period:

1. Minor changes in the operation or design of the prototype may be made with the prior approval of the Division; and
2. The manufacturer or distributor of the prototype may receive compensation for the use of the prototype.

Adopted, effective: 05/17/78

As amended, effective: 06/07/99

As amended, effective: 11/05/01

As amended, effective: 07/01/02

19:46-1.28A Standards for the approval of a slot machine game

(a) No slot machine game shall be approved by the Commission for casino gaming unless it complies with the requirements of this section.

(b) Except as otherwise provided in this section, each slot machine game shall have a theoretical payout percentage equal to or greater than 83 percent but less than 100 percent. A game-within-a-game may have a theoretical payout percentage equal to or greater than 100 percent if the theoretical payout percentage of the game-within-a-game and the primary slot machine game within which it is included, when determined together, is less than 100 percent.

(c) Except as otherwise provided in this section, each play offered by a slot machine game shall have a theoretical payout percentage equal to or greater than 83 percent. A particular play may have a theoretical payout percentage that is equal to or greater than 100 percent if the primary slot machine game in which the play is included has a theoretical payout percentage that is less than 100 percent. No play offered by a slot machine game shall have a theoretical payout percentage which is less than, when calculated to one hundredth of a percentage point, the theoretical payout percentage for any other play offered by that slot machine game which is

activated by a slot machine wager which is lower in value than the slot machine wager required for that play. Notwithstanding the foregoing, the theoretical payout percentage of one or more particular plays may be less than the theoretical payout percentage of one or more plays which require a lesser wager provided that:

1. The aggregate total of the decreases in theoretical payout percentage for plays offered by the slot machine game is no more than one-half of one percent; and

2. The theoretical payout percentage for every play offered by the slot machine game is equal to or greater than the theoretical payout percentage for the play that requires the lowest possible wager that will activate the slot machine game.

(d) When determining whether a slot machine game or play meets the minimum 83 percent payout requirement, the following shall not be included as a payout:

1. A payout of merchandise or thing of value pursuant to N.J.S.A. 5:12-45 and N.J.A.C. 19:45-1.40A;

2. The amount of a progressive jackpot in excess of the initial or reset amount;

3. A cash or noncash complimentary issued pursuant to N.J.A.C. 19:45-1.9(i); and

4. A limited time payout.

(e) A slot machine game that includes a play with a skill feature and does not automatically disclose the choice that represents optimal strategy or provide mathematically sufficient information for a patron to derive optimal strategy shall have a theoretical payout percentage equal to or greater than 85 percent.

(f) The theoretical payout percentage of a play and slot machine game with a strategy feature or skill feature shall be calculated on the assumption that a patron will always exercise optimal strategy.

(g) A slot machine game that offers one or more games-within-a-game shall comply with the following requirements:

1. The primary slot machine game shall satisfy the 83 percent minimum payout requirement independently of any game-within-a-game;
2. Each game-within-a-game shall satisfy the 83 percent minimum payout requirement independently of the primary slot machine game within which it is included;
3. Each game-within-a-game, other than a game with a theoretical payout percentage equal to 100 percent, shall have an in meter, jackpot meter and manual jackpot meter that operate independently of the metering of the primary slot machine game, and the meters for the primary slot machine game shall be inclusive of all game-within-a-game activity;
4. The last game recall of the primary slot machine game shall include all game-within-a-game activity; and
5. The theoretical payout percentage of a game-within-a-game that can be played through the use of a free play award shall be equal to or greater than the theoretical payout percentage of the primary slot machine game.

(h) A slot machine game that includes plays with one or more strategy features shall comply with the following requirements:

1. Whenever a patron has an option to make a strategy choice, the slot machine game shall, in a manner approved by the Commission including, without limitation, through a readily available help screen, automatically disclose the choice that represents optimal strategy or information that is mathematically sufficient for a patron to derive optimal strategy; and
2. Once a patron has achieved the highest award offered on a play by a strategy feature, the slot machine game shall not permit the patron to risk the award by making an additional strategy choice.

(i) Unless the Commission expressly finds, after consultation with the Division, that a particular type of proposed scripting would not be deceptive, or unless otherwise provided in this subsection, scripting shall not be permitted

in any slot machine game. Jackpot scripting shall be permitted if:

1. It does not include any outcome in which no award will be received;
2. It does not display any unachievable result; and
3. It is not otherwise misleading.

(j) A slot machine game that offers free play awards shall not display as a possible outcome of a wager any amount that could only be won through the consecutive activation of free play awards won on the wager. For example, if the highest jackpot offered by a slot machine game is \$1,000 and it is possible to win two free play awards on one wager, the slot machine game shall not display \$2,000 as a possible jackpot.

(k) A multi-denominational slot machine shall comply with the following requirements:

1. All meters required by N.J.A.C. 19:45-1.37(b)1 to 4 shall increment in dollars and cents;
2. The slot machine shall provide the notice required by N.J.A.C. 19:45-1.37(a)4ix; and
3. Unless all credits on the slot machine can be fully redeemed by a gaming voucher or other means:
 - i. The value of the coin or slot token in the slot machine's hopper shall be equal to the lowest denomination that can be wagered on any slot machine game on the slot machine; and
 - ii. Each denomination that can be wagered on any slot machine game on the slot machine shall be evenly divisible by the lowest denomination that can be wagered. For example, a slot machine may offer wagers in denominations of five cents, 10 cents, 25 cents and \$1.00, but may not offer wagers in denominations of 10 cents, 25 cents and \$1.00.

Adopted, effective: 12/03/01

As amended, effective: 12/01/03

As amended, effective: 04/04/05

19:46-1.28B Gaming voucher redemption machines; requirements

(a) A gaming voucher redemption machine may be used to redeem a gaming voucher issued to a patron pursuant to N.J.A.C. 19:45-1.54 and 19:45-1.55 if the machine is connected electronically to the casino licensee's gaming voucher system and does not have the capability of affecting the security or integrity of that system.

(b) Each gaming voucher redemption machine shall be designed and constructed to provide maximum security for the gaming vouchers, coupons and cash contained therein and shall permit a patron to redeem a gaming voucher and, if applicable, a coupon, for cash by verifying and electronically canceling the voucher or coupon when it is scanned. Each gaming voucher redemption machine shall include, at a minimum, a tower light that displays its operational status and a cabinet which contains a cash dispenser unit; a bill validator; one or more bill validator boxes, currency cassettes; a currency cassette reject bin; coin hoppers; a computer and terminal and a printer.

(c) The computer required by (b) above shall include computer software which has the capability, at a minimum, to:

1. Communicate and store, in machine-readable form, separate from the gaming voucher system, data with respect to all transactions related to:

- i. The redemption of gaming vouchers and, if applicable, coupons;
- ii. The removal or insertion of bill validator boxes, currency cassettes, currency cassette reject bins, or coin hoppers from the gaming voucher redemption machine; and
- iii. If applicable, bill breaking and ATM transactions.

2. Determine and report the value of cash or the number of bills, coins, gaming vouchers and coupons in each currency cassette, currency cassette reject bin, coin hopper and bill validator box at all times; and

3. Generate all forms and reports required by N.J.A.C. 19:45-1.33A and 1.35A.

(d) Nothing shall preclude the use of a related computer to satisfy the requirements of (c) above, provided that the requirements of (e), (i), (j), (k) and (l) below shall also be satisfied with respect to the related computer.

(e) Access to the computer software and data required in (c) above shall be restricted in a manner as set forth in the casino licensee's internal controls so that, at a minimum, no employee of the casino accounting or independent slot machine cage department or the department responsible for slot machine operations shall have the ability to modify the software and data contained in the gaming voucher system, the gaming voucher redemption machine or any related computer. The casino licensee shall maintain an entry log which documents, at a minimum, the person who accesses any such software and data, the date and time it was accessed and the reason for such access.

(f) The cabinet of a gaming voucher redemption machine shall have the following characteristics, at a minimum:

1. A lockable cabinet door to secure the currency cassettes, currency cassette reject bin, coin hoppers and bill validator boxes, the key to which shall be controlled by the casino accounting or independent slot machine cage department and stored in a secure area, access to which shall be limited to a supervisor of the department;

2. A separate lock to secure the bill validator boxes, the key to which shall be controlled by the casino security department, stored in a secured area and accessible only to casino security department employees; and

3. The keys to the cabinet and bill validator boxes shall be different from each other and subject to sign-out and sign-in procedures

approved by the Commission. No employee of the department responsible for slot machine operations shall have access to either of the keys at any time.

(g) Each currency cassette, currency cassette reject bin, coin hopper and bill validator box shall be a secure, tamper-resistant metal or plastic container capable of being locked or otherwise secured in a manner approved by the Commission. A currency cassette or coin hopper shall contain only one denomination of cash and shall be issued by and returned to the main bank or master coin bank in accordance with the requirements of N.J.A.C. 19:45-1.35A and the casino licensee's internal controls.

(h) Each gaming voucher redemption machine shall be located on or adjacent to the casino floor in an area approved by the Commission.

(i) Each gaming voucher redemption machine shall have a unique identification number imprinted, affixed or impressed on the outside of the machine. Each currency cassette, currency cassette reject bin, removable coin hopper and bill validator box in a gaming voucher redemption machine shall also have imprinted, affixed or impressed thereon, or otherwise attached to it in a manner approved by the Commission, the identification number of its corresponding gaming voucher redemption machine. The gaming voucher redemption machine identification number shall be included on all paperwork required by these rules and the casino licensee's internal controls.

(j) The security features of a gaming voucher redemption machine shall preclude the machine from altering or deleting any information required by N.J.A.C. 19:45-1.54(b)1 through 5.

(k) If a casino licensee elects to use a gaming voucher redemption machine, the internal controls of the casino licensee shall, without limitation:

1. Detail procedures for the operation of the gaming voucher redemption machine, including any necessary backup and recovery procedures;

2. Identify all error codes associated with the redemption of gaming vouchers and describe the procedures the casino licensee will implement in response to each error code;
3. Specify the manner in which the gaming voucher redemption machine interacts with the gaming voucher system;
4. Specify the manner in which the gaming voucher redemption machine will operate if it has insufficient funds to fully redeem a gaming voucher or coupon or an ATM transaction; and
5. Specify the manner in which the casino accounting or independent slot machine cage department and the department responsible for slot machine operations will interact with each gaming voucher redemption machine and any related computer including, without limitation, access to menus, the establishment of machine profile parameters, and the ability of the department to access, delete, create or modify information contained in the gaming voucher redemption machine and related computer.

(l) Prior to implementing any programming change, upgrade, or hardware addition or replacement to a gaming voucher redemption machine or any related computer, a casino licensee shall provide at least 72 hours advance written notice to the Commission and Division in accordance with the requirements of this subsection. Any written notice filed by a casino licensee in accordance with this subsection shall include, without limitation, the following:

1. A description of the reasons for the proposed modification;
2. A list of the computer components and programs or versions to be modified or replaced;
3. A description of any screens, menus, reports, operating processes, configurable options or settings that will be affected;
4. The method to be used to complete the proposed modification;
5. The date the proposed modification will be installed and the estimated time for completion;

6. The name, title, and employer of the person or persons who will install the proposed modification, provided however, that the person providing the notification of the proposed modification shall not be among the persons installing the modification;

7. A diagrammatic representation of the proposed hardware design change;

8. A restriction on “update” access to the production code to the person implementing the modification; and

9. Procedures to ensure that user and operator manuals are updated to reflect changes in policies and procedures resulting from the proposed modification.

(m) Notwithstanding the provisions of (l) above, the Commission may permit a casino licensee to change or upgrade non-critical software files or directories or hardware, as recommended by the Division and specifically identified in the casino licensee’s approved internal controls, provided that written notice describing the modification in accordance with (l) above shall be filed within 24 hours following the change.

(n) Subject to any testing required pursuant to N.J.A.C. 19:46-1.28 and approval by the Commission upon receipt of the notification required by (l) above, modifications to the gaming voucher redemption machine or related computer shall be installed in the presence of a Commission inspector and an employee of the MIS department with no incompatible functions.

(o) Following completion of the modification, the casino licensee shall generate a record detailing the modification, or if the gaming voucher redemption machine or remote computer does not have the capability of generating such a record, such other record as may be required by the Commission. In the event the Commission determines that testing is required after the modification, the Commission shall establish the terms and conditions of such a test.

(p) Notwithstanding anything in this subchapter to the contrary, a coupon issued to a patron pursuant to N.J.A.C. 19:45-1.46 may be redeemed by a gaming voucher redemption machine provided that:

1. The coupon is accounted for and controlled pursuant to N.J.A.C. 19:45-1.46;
2. The gaming voucher redemption machine and the coupon redemption process satisfy all of the requirements of N.J.A.C. 19:45-1.46A for the redemption of a coupon by an automated coupon redemption machine;
3. The gaming voucher redemption machine, in communication with the casino licensee's coupon acceptance system, has the capability to:
 - i. Distinguish a coupon from a gaming voucher;
 - ii. Establish the validity and value of a coupon; and
 - iii. Cancel a coupon that has been redeemed in a manner approved by the Commission to ensure that the coupon is not redeemable in accordance with N.J.A.C. 19:45-1.15 and 1.34(a) or by a slot machine's bill changer, a gaming voucher redemption machine or an automated coupon redemption machine;
4. The casino licensee separately reconciles gaming vouchers and coupons redeemed at gaming voucher redemption machines;
5. All reports required by N.J.A.C. 19:45-1.33A and 1.35A separately identify all information relating to gaming vouchers and coupons; and
6. The casino licensee provides documentation of the network design and layout in both narrative and diagrammatic formats, which demonstrates that the manner in which the gaming voucher redemption machine interfaces with the casino licensee's coupon acceptance system does not affect the integrity or security of its gaming voucher system, coupon acceptance system or its gaming voucher redemption machines and any related

computer. If the coupon acceptance system is separate from the gaming voucher system, each such gaming voucher redemption machine shall be connected to the coupon acceptance system only through a firewall or other comparable hardware and software, which has been approved pursuant to N.J.A.C. 19:46-1.20, and which shall, at a minimum, perform the following:

- i. Maintain a list of each device, person or process authorized to obtain computer access to each gaming voucher redemption machine;
- ii. Generate daily monitoring logs to inform the casino licensee of any unsuccessful attempts by a device, person or process to obtain computer access to each gaming voucher redemption machine;
- iii. Authenticate the identity of each device, person or process from which communication is received prior to granting computer access to such device, person or process; and
- iv. Authenticate the contents of each communication that is received and preclude any communication from reaching a gaming voucher redemption machine if it contains any information that is not directly related to the validation of a coupon that was presented for redemption at the gaming voucher redemption machine.

(q) Notwithstanding anything in this subchapter to the contrary, a gaming voucher redemption machine may accept currency for the purpose of changing bills from one denomination of currency into bills of another denomination of currency provided that all reports required by N.J.A.C. 19:45-1.35A separately identify currency exchanging transactions, gaming voucher redemptions and, if applicable, coupon redemptions and ATM transactions.

(r) Notwithstanding anything in this subchapter to the contrary, a gaming voucher redemption machine may dispense funds in an automated teller machine transaction provided that:

1. The gaming voucher redemption machine, in communication with the ATM network, has the ability to issue currency to a patron who has inserted a debit or credit card and requested the issuance of such currency;

2. All reports required by N.J.A.C. 19:45-1.35A separately identify and summarize ATM transactions from gaming voucher redemptions and, if applicable, coupon redemptions and bill breaking transactions;

3. The casino licensee provides documentation of the network design and layout in both narrative and diagrammatic formats, which demonstrates that the manner in which the gaming voucher redemption machine interfaces with the ATM network does not affect the integrity or security of its gaming voucher system, its gaming voucher redemption machines and any related remote computer and, if applicable, its coupon acceptance system;

4. All connections to the ATM network shall be administered by the casino licensee;

5. All communications with the ATM network be initiated by the gaming voucher redemption machine and shall occur on a separate, dedicated network as approved by the Commission. Any communications initiated by the ATM network or other outside source shall be blocked, logged and discarded. The log shall be reviewed by the casino licensee's MIS security officer on a periodic basis and shall be available for review by the Commission and Division upon request; and

6. All network connections between the gaming voucher redemption machine and the ATM network shall be protected using an approved firewall that satisfies the requirements of N.J.A.C. 19:45-2.2(f) and (g), located on the premises of the casino licensee, positioned between the gaming voucher redemption machine and the ATM network, and administered by the casino licensee. Such firewall shall, at a minimum, perform the following:

- i. Maintain a list of each device, person or process authorized to obtain computer access to each gaming voucher redemption machine;
- ii. Generate daily monitoring logs to inform the casino licensee of any unsuccessful attempts by a device, person or process to obtain computer access to each gaming voucher redemption machine;
- iii. Authenticate the identity of each device, person or process from which communication is received prior to granting computer access to such device, person or process; and
- iv. Authenticate the contents of each communication that is received and preclude any communication from reaching a gaming voucher redemption machine if it contains any information that is not directly related to the requested ATM transaction.

Adopted, effective: 04/16/07

19:46-1.28C Standards for the approval of an automated jackpot payout machine

(a) An automated jackpot payout machine may be used to make a manual slot payout if the slot machine and the automated jackpot payout machine are connected electronically to the casino licensee's computerized slot monitoring system; provided, however, that the automated jackpot payout machine shall be connected to the slot monitoring system for read-only purposes and shall not have the capability of affecting the security or integrity of the slot machine or the slot monitoring system. Notwithstanding the foregoing, a manual slot payout shall not be paid pursuant to this section unless the portion of the jackpot to be paid from the automated jackpot payout machine can be funded by the machine in the exact amount to which the patron is entitled or, alternatively, the casino licensee has obtained approval of

internal controls concerning the manner in which the balance is to be funded, recorded and reported.

(b) Each automated jackpot payout machine shall be designed and constructed to provide maximum security for the cash contained therein and shall dispense cash for the payment of a manual slot payout pursuant to information read from the casino licensee's computerized slot monitoring system, information input by a slot attendant or slot attendant supervisor in accordance with N.J.A.C. 19:45-1.40(m)3, and procedures submitted to and approved by the Commission. Each automated jackpot payout machine shall include, at a minimum, a cabinet which contains a cash dispenser unit, currency cassettes, a currency cassette reject bin, coin hoppers, a computer and terminal, and a printer.

(c) The computer required by (b) above shall include computer software which has the capability, at a minimum, to:

1. Read information from a casino licensee's computerized slot monitoring system;
2. Instruct the automated jackpot payout machine to dispense the amount of a manual slot payout;
3. Communicate and store, in machine-readable form in a computer system separate from the casino licensee's slot monitoring system, data with respect to all transactions related to the dispensing of cash and the removal or insertion of cash cassettes, currency cassette reject bins and coin hoppers from the automated jackpot payout machine;
4. Determine and report the amount of cash or the number of bills or coins in each currency cassette and coin hopper at all times; and
5. Generate all reports required by N.J.A.C.19:45-1.35A.

(d) Nothing shall preclude the use of a related computer to satisfy the requirements of (c) above, provided that the requirements of (e), (i), (j), (k) and (l) below shall also be satisfied with respect to the related computer.

(e) Access to the computer software and data required in (c) above shall be restricted in a manner as set forth in the casino licensee's internal control system so that, at a minimum, no employee of the casino accounting or independent slot machine cage department or the department responsible for slot machine operations shall have the ability to modify the software and data contained in the slot monitoring system, the automated jackpot payout machine or any related computer. The casino licensee shall maintain an entry log which documents, at a minimum, the person who accesses any such software or data, the date and time it was accessed and the reason for such access.

(f) An automated jackpot payout machine cabinet shall have a lockable cabinet door to secure the currency cassettes, currency cassette reject bin and coin hoppers, the key to which shall be controlled by the casino accounting or independent slot machine cage department and stored in a secure area, access to which shall be limited to a supervisor of the department.

(g) Each currency cassette, currency cassette reject bin and coin hopper shall be a secure, tamper-resistant metal or plastic container capable of being locked or otherwise secured in a manner approved by the Commission. A currency cassette or coin hopper shall contain only one denomination of cash and shall be issued by and returned to the main bank or master coin bank in accordance with the requirements of N.J.A.C. 19:45-1.35A and the casino licensee's internal controls.

(h) Each automated jackpot payout machine shall be located on the casino floor or in a restricted casino area approved by the Commission.

(i) Each automated jackpot payout machine shall have a unique identification number imprinted, affixed or impressed on the outside of the machine. Each currency cassette, currency cassette reject bin and removable coin hopper in an automated jackpot payout machine shall also have imprinted, affixed or impressed thereon, or otherwise attached to it in a manner approved by the Commission, the identification number of its

corresponding automated jackpot payout machine. The automated jackpot payout machine identification number shall be included on all paperwork required by these rules and the casino licensee's internal controls.

(j) The security features of the automated jackpot payout machine system shall, at a minimum, prohibit the deletion, creation or modification of any information required by N.J.A.C. 19:45-1.40, unless a permanent record is created which contains:

1. The original information;
2. Any modification to the original information; and
3. The identity of the employee making the modification.

(k) If a casino licensee elects to use an automated jackpot payout machine, the internal controls of the casino licensee shall, without limitation:

1. Detail procedures for the operation of the automated jackpot payout machine, including any necessary backup and recovery procedures;
2. Identify all error codes associated with the dispensing of jackpot payouts and describe the procedures the casino licensee will implement in response to each such error code;
3. Specify the manner in which the automated jackpot payout machine interacts with the slot monitoring system; and
4. Specify the manner in which the casino accounting or independent slot machine cage department and the department responsible for slot machine operations will interact with each automated jackpot payout machine and any related computer, including, without limitation, access to system menus, the establishment of machine profile parameters, and the ability of the department to access, delete, create or modify information contained in the automated jackpot payout machine and related computer.

(l) Prior to implementing any programming change, upgrade, or hardware addition or replacement to an automated jackpot payout machine or any related computer, the casino licensee shall provide at least 72 hours advanced written notice to the Commission and Division in accordance with

the requirements of this subsection. Any written notice filed by a casino licensee in accordance with this subsection shall include, without limitation, the following:

1. A description of the reasons for the proposed modification;
2. A list of the computer components and programs or versions to be modified or replaced;
3. A description of any screens, menus, reports, operating processes, configurable options or settings that will be affected;
4. The method to be used to complete the proposed modification;
5. The date that the proposed modification will be installed and the estimated time for completion;
6. The name, title, and employer of the person(s) to perform the installation, provided however, that the person providing the notification of the proposed modification shall not be among the persons installing the modification;
7. A diagrammatic representation of the proposed hardware design change;
8. Restriction on “update” access to the production code to the person implementing the modification; and
9. Procedures to ensure that user and operator manuals are updated to reflect changes in policies and procedures resulting from the proposed modification.

(m) Notwithstanding the provisions of (l) above, the Commission may permit a casino licensee to change or upgrade non-critical software files or directories or hardware, as recommended by the Division and specifically identified in the casino licensee’s approved internal controls, provided that written notice describing the modification in accordance with (l) above shall be filed within 24 hours following the change.

(n) Subject to any testing required pursuant to N.J.A.C. 19:46-1.28 and approval by the Commission upon receipt of the notification required by (l) above, modifications to the automated jackpot payout machine or related computer shall be installed in the presence of a Commission inspector and an employee of the MIS department with no incompatible functions.

(o) Following completion of the modification, the casino licensee shall generate a record detailing the modification, or if the automated jackpot payout machine or related computer does not have the capability of generating such a record, such other record as may be required by the Commission. In the event the Commission determines that testing is required after the modification, the Commission shall establish the terms and conditions of such a test.

Adopted, effective: 04/16/07

19:46-1.29 Operation of gaming and simulcast wagering equipment and related devices and software in conformance with Commission approval

(a) The responsibility for final assembly and initial operation of any gaming or simulcast wagering equipment or related device or software in the manner approved by the Commission rests with the manufacturer and distributor. Any subsequent change in the manner of assembly or operation of an approved piece of gaming or simulcast wagering equipment or a related device or software shall be deemed unsuitable unless prior to the institution of the change the manufacturer or distributor or operator shall have obtained approval from the Commission in accordance with this section, N.J.A.C. 19:46-1.20 and, if applicable, N.J.A.C. 19:46-1.28.

(b) Any request for changes to an approved piece of gaming or simulcast wagering equipment or any related device or software shall be filed with the Commission and shall include the following:

1. A description of the modification and the reasons therefor;
2. Any relevant documentation that describes the operational impact of the modification; and
3. Diagrams or mathematical explanations as necessary.

(c) Any hardware or software modification to an approved prototype that was previously tested by the Division pursuant to N.J.A.C. 19:46-1.28 shall be submitted to the Division for review and approved by the Commission prior to implementation.

(d) Each piece of gaming or simulcast wagering equipment or related device or software approved by the Commission shall, at all times, operate or function in accordance with all representations made by the manufacturer, distributor or operator to the Commission, the Division and the public.

As amended, effective: 10/17/88

As amended, effective: 06/07/99

19:46-1.30 (Reserved)

Adopted, effective: 05/17/78

Repealed, effective: 06/07/99

19:46-1.31 Records and reports

(a) Each casino licensee shall maintain a complete record of all customer complaints registered and repairs made with regard to each slot machine in the possession of the licensee. A copy of such records shall be made available to authorized employees and agents of the Commission or Division upon request.

(b) Each casino licensee shall record in a log whenever any logic board in any slot machine is replaced with another logic board. Such log shall include the date, slot machine asset number, serial number on the logic board and the signature of the individual completing the log. Such log shall be maintained by

the casino licensee's slot department and shall be available for inspection by the Commission and Division upon request.

As amended, effective: 08/05/96

19:46-1.32 (Reserved)

As amended, effective: 01/19/88

Repealed, effective: 07/01/96

19:46-1.33 Issuance and use of slot tokens for gaming and simulcast wagering; prize tokens; slot token and prize token specifications; promotional non-gaming tokens

(a) Each casino licensee may, with Commission approval, issue the following types of metal disks having two faces and an edge:

1. A "slot token" that is:
 - i. Designed for gaming use in the hoppers of the casino licensee's slot machines, in keno and in simulcast wagering within the casino licensee's casino simulcasting facility;
 - ii. Capable, upon insertion into and recognition by the coin acceptor of a designated slot machine operated by the casino licensee that issued the slot token, of activating the play of that slot machine;
 - iii. Issuable, in an exchange with a patron upon request, only from a slot booth, the cashiers' cage, a change machine or bill changer, or by a changeperson; provided, however, that each casino licensee may issue slot tokens as complimentary services or items in accordance with a distribution program authorized pursuant to N.J.A.C. 19:45-1.46;
 - iv. Exchangeable, by a patron at the casino where the slot token was issued, in the manner provided by N.J.A.C. 19:45-1.34 and 19:45-1.35;

v. Redeemable, by the issuing casino licensee promptly upon request of the patron surrendering one or more slot tokens, only at a coin redemption booth, a slot booth or the cashiers' cage for an equivalent amount of cash or for a casino check of that casino licensee in the amount of the slot tokens surrendered and dated the day of the redemption; and, at the option of the issuing casino licensee, redeemable upon request of the patron by mail, provided such redemption shall be effectuated by a cage supervisor as defined in N.J.A.C. 19:45-1.1, in accordance with internal controls approved by the Commission which, at a minimum, shall detail procedures for the issuance of a casino check and the transfer of the surrendered slot tokens to the master coin bank in a transaction fully supported by proper documentation; and

vi. Incapable of activating play at any slot machine other than a slot machine operated by the casino licensee that issued the slot token; and

2. A "prize token" that is:

i. Designed to be awarded and issued only as a payout from a payout-only hopper of a designated slot machine that is operated by the casino licensee using the token;

ii. Incapable of activating slot machine play at any slot machine which is capable of accepting coin or slot tokens of a denomination that is greater than the denomination of the prize token;

iii. Unavailable for use in keno or simulcast wagering;

iv. Redeemable, by the issuing casino licensee promptly upon request of the patron surrendering one or more prize tokens, only at a coin redemption booth, a slot booth or the cashiers' cage for an equivalent amount of cash or for a casino check of that casino licensee in the amount of the prize tokens surrendered and dated the day of the redemption; and, at the option of the issuing casino licensee, redeemable upon request of the patron by mail, provided such redemption shall be effectuated by a cage supervisor as defined in N.J.A.C. 19:45-1.1, in accordance with internal controls approved by

the Commission which, at a minimum, shall detail procedures for the issuance of a casino check and the transfer of the surrendered prize tokens to the master coin bank in a transaction fully supported by proper documentation;

v. Exchangeable, by a patron at the casino where the prize token was issued, in the manner provided by N.J.A.C. 19:45-1.34 and 19:45-1.35;

vi. Unavailable as a manually paid jackpot;

vii. Unavailable as a payout on a winning progressive jackpot;

viii. Unavailable as a multi-casino jackpot; and

ix. Unavailable as a complimentary service or item.

(b) Each slot token and each prize token shall be designed so that it:

1. Clearly identifies the name or trade name and location of the issuing casino;

2. Clearly states its face value;

3. Contains on at least one face, in the case of a slot token only, a statement, approved by the Commission as to form and content, that notifies a patron that the slot token will be accepted to activate play only in slot machines operated by the casino licensee that issued it;

4. Contains the statement "Not Legal Tender";

5. Is not deceptively similar to any current or past coin of the United States or a foreign country;

6. Is of a size or shape or has other characteristics which physically prevents its use in lawful vending machines or other machines designed to be operated by coins of the United States, except slot machines;

7. Is not manufactured from:

i. A three-layered material consisting of a pure copper core clad on both sides with a copper-nickel alloy;

ii. A copper based alloy, unless the total zinc, nickel, aluminum, magnesium and other alloying metal exceeds 25 percent of the token's weight; or

iii. A ferromagnetic material;

8. Shall not have a diameter which is between:

0.680 inch and 0.860 inch

0.890 inch and 0.980 inch

1.018 inches and 1.068 inches

1.180 inches and 1.230 inches

1.475 inches and 1.525 inches

9. Shall not weigh less than two grams and shall not be less than 0.060 inch thick;

10. Is manufactured from a metal or combination of metals approved by the Commission;

11. Incorporates such anti-counterfeiting features and other security measures as the Commission may require including, without limitation, for slot tokens in a denomination greater than \$500.00, high security coin acceptor technology for casino licensee and denomination recognition; and

12. Contains on each face, in the case of a prize token only, a statement, approved by the Commission as to form and content, that notifies a patron that the prize token does not activate play.

(c) A casino licensee may issue the following denominations of slot tokens which shall have the following diameters, with manufacturing tolerances approved by the Commission:

Denomination	Diameter
\$.10	.875 inches
\$.25	.986 inches
\$.50	1.175 inches
\$ 1.00	1.469 inches
\$ 2.00	1.340 inches
\$ 5.00	1.750 inches
\$ 10.00	1.700 inches

\$ 20.00	1.650 inches
\$ 25.00	1.875 inches or 1.950 inches
\$ 50.00	1.812 inches
\$100.00	1.600 inches
\$500.00	1.550 inches

(d) Each prize token with a face value that is less than the denomination of any slot token that is approved for use by any casino licensee shall be designed, through differences between it and such slot token in their* metal content, diameter, thickness or by any other means approved by the Commission, to prevent its use for activating play at any slot machine that is capable of accepting any slot token of greater denomination than the prize token.

(e) Each casino licensee, in accordance with its internal controls approved by the Commission, may encase its prize tokens in clear plastic provided that:

1. The plastic does not hamper the payout of prize tokens from a payout-only hopper;
2. A patron with reasonable ease can remove the prize token from the plastic; and
3. The casino licensee:
 - i. Redeems each prize token under the same terms and conditions whether or not the prize token, when presented for redemption, is encased in plastic as originally issued by the casino licensee; and
 - ii. Reasonably notifies its patrons that prize tokens that are encased in plastic when originally issued to the patron may be redeemed without removing the plastic.

(f) No slot token or prize token shall be issued by a casino licensee or utilized in a casino or casino simulcasting facility unless and until:

1. The design specifications of the proposed slot token or prize token are, prior to the manufacture of the slot token or prize token, submitted

to and approved by the Commission, which submission shall include a detailed schematic depicting the actual size of the token's diameter and thickness and, as appropriate, location of the following:

- i. Each face;
- ii. The edge; and
- iii. Any words, logos, designs, graphics or security measures contained on the slot token or prize token; and

2. A sample slot token or prize token, manufactured in accordance with its approved design specifications, is submitted to and approved by the Commission.

(g) No casino licensee shall issue, use or allow a patron to use in its casino or casino simulcasting facility any slot token or prize token that it knows, or reasonably should know, is materially different from the sample of that slot token or prize token approved by the Commission.

(h) A casino licensee may issue promotional non-gaming tokens not intended for and prohibited from use in gaming or simulcast wagering in its casino or casino simulcasting facility. The physical characteristics of promotional non-gaming tokens shall be sufficiently distinguishable from approved design specifications of any authorized slot token issued by a casino licensee so as to reasonably ensure that they will not be confused with authorized slot tokens and that they will be incapable of activating slot machine play at any slot machine operated by the issuing casino licensee or any other casino licensee. In addition, at a minimum, such promotional non-gaming tokens shall:

1. Be unique in terms of size or metallic composition;
2. Be not deceptively similar to any current or past coin of the United States or a foreign country, nor have characteristics which physically allow their use in lawful vending machines or other machines designed to be operated by coins of the United States; and
3. Bear the name and location of the issuing casino licensee on at

least one face and language on both faces stating that they do not activate slot machine play.

(i) Notwithstanding the provisions of (c) above, a casino licensee may issue a slot token in a denomination greater than \$500.00 provided that each such slot token:

1. Has a diameter and manufacturing tolerance approved by the Commission; and

2. Incorporates approved high security coin acceptor technology, which technology shall also be incorporated in the coin acceptor that the casino licensee uses in conjunction with the slot token.

As amended, effective: 10/04/82

As amended, effective: 02/18/86

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As amended, effective: 10/03/94

As amended, effective: 06/05/95

As amended, effective: 06/17/96

As amended, effective: 11/04/96

As amended, effective: 01/04/99

As amended, effective: 03/01/99

As amended, effective: 03/20/00

As amended, effective: 09/02/03

As amended, effective: 01/03/05

19:46-1.34 Wagering at slot machines; use of slot tokens, prize tokens, gaming vouchers and coupons

(a) All wagering at slot machines in a casino shall be conducted with coins or slot tokens; provided, however, that currency, gaming vouchers, and coupons may be accepted through bill changers.

(b) Slot tokens may be used to make keno or simulcast wagers.

(c) Prize tokens shall not be used for keno or simulcast wagering or to

activate play at slot machines.

As adopted, effective: 10/03/94

As amended, effective: 06/05/95

As amended, effective: 01/06/03

**19:46-1.35 Redemption of slot tokens and prize tokens from non-patrons;
duty of patrons to surrender slot tokens and prize tokens
upon demand**

(a) Except as provided in (e) and (h) below and as may be specifically approved by the Commission, each casino licensee shall redeem its slot tokens and prize tokens only from its patrons and shall not knowingly redeem its slot tokens and prize tokens from any non-patron source.

(b) Each slot token and prize token is solely evidence of a debt that the issuing casino licensee owes to the person legally in possession of the slot token or prize token, and shall remain the property of the issuing casino licensee. Each casino licensee shall have the right at any time to demand that the person in possession of the slot token or prize token surrender the item for redemption in accordance with (c) below.

(c) Each casino licensee, upon demand, shall have the right to redeem its slot tokens and prize tokens from any person in possession of them, who shall surrender the slot tokens and prize tokens upon the casino licensee presenting the person with an equivalent amount of cash.

(d) Notwithstanding (c) above, a casino licensee may apply all or any part of the slot tokens or prize tokens presented by a patron to the redemption of any Counter Check or Slot Counter Check drawn by the patron in accordance with N.J.A.C. 19:45-1.25 or 1.25A, or to the payment of any returned check in accordance with N.J.A.C. 19:45-1.29, provided that the casino licensee has given that patron written notice of such right of setoff and has obtained the patron's written acknowledgment thereof:

1. As part of the patron's credit application;
2. In a separate writing, which shall be maintained in the patron's credit file; or
3. On a Counter Check or Slot Counter Check drawn by the patron and issued pursuant to N.J.A.C. 19:45-1.25 or 1.25A; provided that the patron specifically acknowledges the notice by signing his or her name thereunder or in any other manner approved by the Commission, and further provided that a photocopy of the signed Counter Check or Slot Counter Check shall be maintained in the patron's credit file.

(e) Each casino licensee shall accept, exchange, use or redeem only slot tokens or prize tokens that it has issued and shall not knowingly accept, exchange, use or redeem slot tokens or prize tokens, or objects purporting to be slot tokens or prize tokens, that have been issued by any other person, except that each casino licensee may redeem from its patrons slot tokens or prize tokens issued by any other legally operated casino licensee upon a patron's representation that he or she received such tokens from the payout chutes of slot machines on the casino licensee's premises, or that the patron purchased or received such tokens as payment in a gaming transaction from an employee of the casino licensee during the normal course of the employee's duties on the premises while at work.

(f) Each casino licensee shall redeem promptly its own genuine slot tokens and prize tokens presented to it by any other legally operated casino licensee upon the representation that such slot tokens and prize tokens were received or accepted unknowingly, inadvertently or in error, were unavoidably received in slot machines through patron play, or mistakenly were redeemed from patrons. Each casino licensee shall submit to the Commission for approval a system for the exchange, with other legally operated casino licensees, of slot tokens and prize tokens:

1. That are in its possession and that have been issued by any other legally operated casino licensee; and

2. That it has issued and that are presented to it for redemption by any other legally operated casino licensee.

(g) Each casino licensee shall cause to be posted and remain posted in a prominent place on all slot booths, the keno booth, all satellite keno booths, the simulcast counter and all coin redemption booths a sign that reads as follows:

"It is a violation of Federal law to use tokens issued by this casino outside these premises or to use tokens issued by another casino here."

(h) Employees of a casino licensee who are authorized to receive slot tokens or prize tokens as personal gratuities may redeem the slot tokens or prize tokens at the cashiers' cage or at another secure location in the casino hotel as approved by the Commission. Slot tokens and prize tokens redeemed by employees at a non-cage employee redemption site shall be exchanged on a daily basis with the cashiers' cage pursuant to N.J.A.C. 19:45-1.15 and in accordance with procedures approved by the Commission.

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As amended, effective: 06/05/95
As amended, effective: 09/16/96
As amended, effective: 06/16/97
As amended, effective: 11/17/97

19:46-1.36 Slot tokens and prize tokens; receipt, inventory, security, storage and destruction

(a) Each casino licensee shall inspect all slot tokens or prize tokens, or any combination thereof, upon receipt from the manufacturer or distributor to ensure, at a minimum, that:

1. The quantity and denomination of slot tokens or prize tokens that are actually received from the manufacturer or distributor agrees with the

amount of such tokens listed on the shipping documents; and

2. There are no physical defects in the slot tokens or prize tokens that were received.

(b) The inspection required by (a) above shall be conducted by at least three employees of the casino licensee (the "inspection team"). Each inspection team shall consist of at least one representative from the accounting or auditing department of the casino licensee and one representative from any of the casino licensee's other mandatory departments.

(c) Each casino licensee shall report to the Commission and the Division promptly after an inspection required by (a) above discloses any discrepancy in the shipment including, but not limited to, the following:

1. The shipment contains defective slot tokens or prize tokens; or
2. The quantity and denomination of the slot tokens or prize tokens actually received does not agree with the amount listed on the shipping documents.

(d) Each casino licensee shall submit to the Commission for approval procedures to record and process the receipt, inventory, storage and destruction of slot tokens and prize tokens.

As adopted, effective: 10/03/94

As amended, effective: 01/02/96